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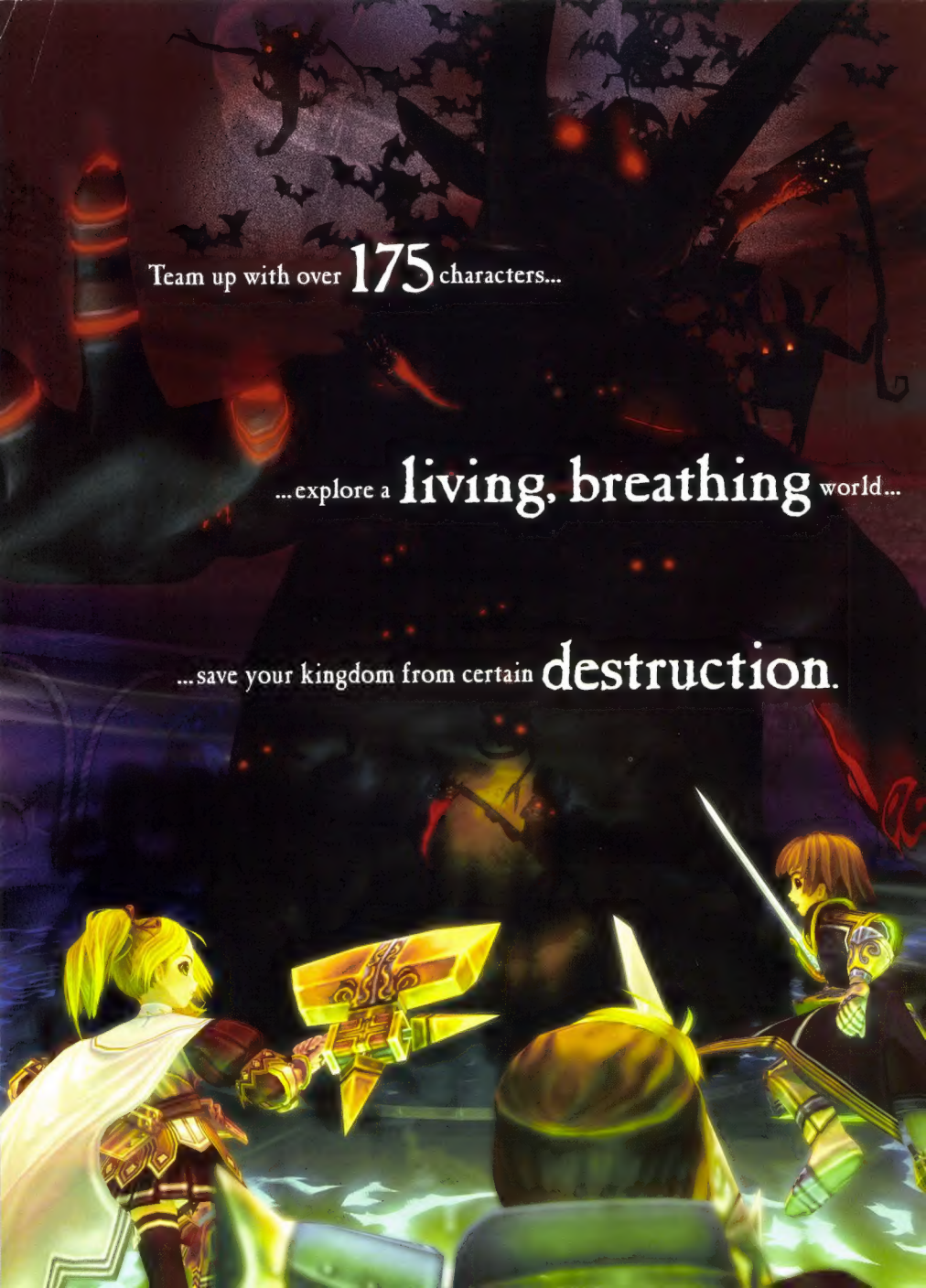
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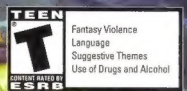

Fantasy Violence
Language
Suggestive Themes
Use of Drugs and Alcohol

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PlayStation 2

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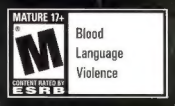

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Strategy Guide by Geoff Arnold

MARVEL NEMESIS™ RISE OF THE IMPERFECTS™

It's been some time since we've seen any Marvel characters make an appearance in a fighting game, but thanks to EA we are now able fight it out once again. *Marvel Nemesis* takes ten of the most famous Marvel superheroes and eight original characters and pits them against each other in an all-out fist-fest. Crazy destructible environments and outrageous attacks add to the fun, and the stages and characters' powers are taken directly from the comic books. We've come up with some tips and strategies to help you take out your opponents—human or otherwise—so read on, true believers!

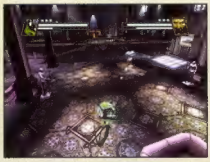
ADDITIONAL MOVES

In addition to normal blocking, attacking and jumping around, each character has an "extra" set of moves that he/she can perform. While some of these moves may require Super energy or specific situations, every character can perform at least one of these moves.

Super Jump

By holding the Super Attack button and pressing the Jump button, each character can perform a Super Jump. Using a Super Jump requires a small amount of Super energy, but can be used to get out of a sticky situation or avoid projectile attacks such as thrown objects.

Super Block



By performing a Super Block (Super Attack + Block), your character will be invincible for a short time. This rapidly drains your Super energy meter, so you should only use this move when necessary. Super Blocks will stop all melee attacks and knock your opponent back a few steps; try using it against an opponent with an offensive playing style to break his or her stride a bit. When using a Super Block, you are also immune to any projectile attacks...and if an opponent fires a projectile at you, it will be harmlessly deflected back at them. Using a Super Block is also the only way for weaker characters to block large incoming objects such as cars or trucks, since they are not strong enough to catch them.

Wake-Up Moves

After your character is knocked down, there is a small amount of time in which you can perform an offensive move as you get up off of the ground. Commonly referred to as a "wake-up" move, this technique gives your character the option to mount an offensive attack or keep your opponent from pummeling you when you are on the ground. Characters with projectile Super Attacks can shoot a projectile while lying on the ground; other characters will perform launching attacks or even "ground pound" wake-up moves. All characters also have the ability to perform a Super Block while still on the ground, provided they have the Super energy. Use a combination of these wake-up moves to keep your opponent guessing as to what you will do when you get knocked down.

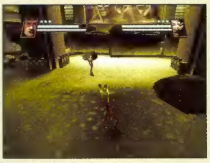
THE COMBO SYSTEM

The combo system in *Marvel Nemesis* may seem a bit simplistic at first, but there are actually quite a few interesting things that you can do with it; you don't have to simply mash the Attack button every time to do some damage. If you practice long enough, you will be able to link launching attacks, air juggles, throws, air throws and even Special Attacks into combos. For example, try the following combo with Wolverine:

Attack, Attack, Launching Attack (Mobility + Special Attack + Attack), Jump, Attack, Air Special Throw (Special Attack + Throw)

Experiment with all of the different possible attack combinations to find your character's most damaging combo.

Dodging/Counterattacking



If you hold down the Block button and move the analog stick, or if you press the Block button in conjunction with moving your character, your character will be able to dodge attacks. Certain agile characters such as Spider-Man and Daredevil greatly benefit from dodging, as they are able to perform a series of flips and jumps in conjunction with one another to dodge multi-hit combos. Additionally, each character is able to perform a launching attack after dodging by pressing the Attack button.

Super Attacks

There are two different types of Super Attacks: melee Super Attacks and projectile Super Attacks. Melee Super Attacks occur when your opponent is at close range and you attack while the Super Attack button is held down. These attacks are far more damaging than normal attack combos, but can drain your Super energy meter quickly. If your character is able to perform one, a projectile Super Attack occurs if you attack from a distance with the Super Attack button held down. Learn to judge the distance needed for both of these types of Super Attacks and which situations call for them.

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Instant Air Attacks

Instant air attacks are basically attacks that you can execute as soon as your character becomes airborne in Mobility mode. For example, while in Mobility (flying) mode, the Human Torch has a flying fist attack which launches him at his opponent at high speed through the air. If you practice, you can actually use this move almost as you would a normal ground attack and hit your opponent without even going airborne. The trick is to press the Attack button immediately after you press the Mobility button, so your character barely leaves the ground before attacking.

Ground Attacks

Getting near a downed opponent and pressing the Attack button will allow you to hit your opponent while he or she is still on the ground. You can even do this while holding a weapon such as a pipe or holding the Special Attack button to inflict more damage. Some characters such as Paragon have very fast ground attacks and can cause a lot of damage quickly.

GENERAL GAMEPLAY TIPS

Regenerating Super Energy

When fighting in Story Mode, it becomes very important to rebuild your Super energy meter as quickly as possible, since you will be taking on a bunch of baddies at once. Always try to get into the habit of holding down the Super Attack button and charging your Super energy meter in between waves of enemies. Another fast way to build your meter is by blocking attacks and breaking throws. When surrounded by multiple enemies, block for a few seconds when they are attacking to refill your Super energy meter to full within seconds.

Using the Environment

One of your biggest offensive tools in *Marvel Nemesis* will be the use of your environment. Almost everything in every stage is destructible and can be used as some sort of weapon, and these weapons can take off nearly half of your opponent's life bar in one or two hits. Whenever you get the chance, pick up anything you come across and use it as a weapon, whether it be a barrel, parking meter, car or even a tank. Be aware that some of the weaker characters are only able to use certain objects such as cement walls, whereas the stronger characters can pick up everything, even the large radio antennas.

Breaking Attacks

Once an opponent starts beating on you, it's rather difficult to stop their onslaught. An easy way to keep yourself alive is by using a Super Block immediately followed by a Super Attack. The Super Block will push them back and give you an opportunity to knock them away with a projectile or a combo attack. You might want to also try mashing on the Throw button; most characters toss their opponents far across the ring and this may give you a chance to reset the match in your favor.

Ring Out!

By far the easiest way to defeat an opponent is by throwing a tank at his or her face a couple of times. Unfortunately, not all characters have this ability, so it might be better for you to just simply toss your opponent out of the ring. There are certain stages in both Story and Versus Mode where throwing your foes out of the ring will end the match immediately. To make things easier, learn your character's throw types; it helps if you know how high a thrown opponent will be thrown and which direction he or she will go. After a while, you'll be able to aim and toss your opponent directly over the side of the ring with ease.

CHARACTER NOTES

THE THING

★ No projectile attacks
★ Can pick up and move all objects, up to and including tanks and semi trucks

Best Use of Rage: Repeated Ground Pounds (Mobility + Special Attack + Attack)
Launcher: Mobility + Attack

The Thing is one of the strongest characters in *Marvel Nemesis*, and can utterly destroy other characters in a matter of seconds if played correctly. For a slower character, his launching attack is very fast, so try to use this as much as possible for damage and as an easy route for an air juggle afterward. The Thing is very resilient; he has the highest durability rating of all the playable characters except Iron Man, so don't be afraid to get in and take a few hits in order to do some damage. The Thing's main goal should be to get in and do slow, steady damage until he builds up Rage, then unload with repeated Ground Pound attacks.

WOLVERINE

★ No projectile attacks
★ Can run along walls using the Mobility button
★ Can use his claws (hold Special Attack) to attack even when he has no Super energy
★ Can pick up and move small objects, up to and including barrels and small crates
★ Regenerates health more quickly than any other character

Best Use of Rage: Repeated Special Attacks or launching attacks
Launcher: Mobility + Special Attack + Attack

Overall, Wolverine is just an average character. He doesn't have high strength or speed, but he does have some quick knockdown moves that can surprise your opponent. Wolverine is able to attack after running along a wall; use this move when getting chased by an opponent to catch them off guard for some easy damage. When his claws are extended, Wolverine's attacks are more damaging than his normal attacks, so try to attack with your claws as much as possible. Since Wolverine has no projectile attacks of an kind, try getting close to your opponent and using his Mobility + Attack move; it's a quick slide that knocks your opponent to the ground, allowing you to follow up with a ground attack.

THE WINK

★ No projectile attacks
★ Can teleport by pressing the Block button or the Mobility button
★ Can pick up and move small objects, up to and including barrels and small crates

Best Use of Rage: Repeated melee Special Attacks
Launcher: Third hit of normal attack combo

Although not very strong, The Wink is extremely nimble and agile. By repeatedly pressing the Mobility or Block buttons while moving around, The Wink can teleport from place to place throughout the stage, avoiding projectiles and most physical attacks. Your main goal with The Wink should be to randomly teleport around the area to confuse your opponent, then attack when least expected. Pressing the Attack button after using the Mobility button will cause The Wink to perform an extremely fast head-first spinning dive. This move isn't damaging, but it can be used to knock your opponent down, giving you enough time to reset the tempo of the fight.

JOHNNY OHM

★ Gains the ability to fly in Mobility mode
★ Can pick up and move small objects, up to and including barrels and small crates

Best Use of Rage: Repeated Electric Storm attacks (Mobility + Special Attack + Attack)
Launcher: Third hit of attack combo

When Johnny enters Mobility mode, he is able to move around the area very quickly; always save a small amount of Super energy to run away in a pinch. His Lightning Bolt projectile doesn't do much damage and takes up a good chunk of Super energy, so try not to use it too often and only to push your opponents back. On the other hand, his Electric Storm attack does a high amount of damage, so use this whenever you have Super energy. Ohm's Shock Throw (Special Attack + Throw) is also highly damaging and should be one of your main techniques for whittling down your opponent's health.

DAREDEVIL

★ Can swing through the stage with his billy club by pressing the Mobility button after jumping
★ Is able to run along walls using the Mobility button
★ Can use his billy club (hold Special Attack) to attack even when he has no Super energy
★ Can pick up and move small objects, up to and including barrels and small crates

Best Use of Rage: Repeated ranged Special Attacks
Launcher: Third hit of attack combo, Mobility + Special Attack + Attack

Like Spider-Man, Daredevil is fast and agile and should be played as a hit-and-run character. Daredevil can use his billy club as a short-range projectile attack (Special Attack + Attack). This move is very fast and does decent damage...and Daredevil recovers fairly quickly from it, so you can spam it multiple times in a row to put the hurt on your opponent. His Spinning Kick (Mobility + Attack) is similar to Elektra's, and can be used pretty freely to catch your opponent off guard and knock them down. Daredevil can throw his opponents by using his billy club from a long distance (Special Attack + Throw). Use this throw often to keep your opponent from trying to rush you down.

ELEKTRA

★ Can run along walls using the Mobility button
★ Can use her sai (hold Special Attack) to attack even when she has no Super energy
★ Can pick up and move small objects, up to and including barrels and small crates

Best Use of Rage: Repeated ranged Special Attacks
Launcher: Mobility + Special Attack + Attack, fourth hit of attack combo

Like Wolverine, Elektra doesn't stand out from the rest of the cast when it comes to power or speed advantages. Her attack speed is above par, though, and she is one of the few characters in the game with a four-hit attack combo. Elektra's sai projectiles do average damage, but she recovers from throwing them very quickly; couple this with the low amount of Super energy you need to throw them and you can apply continuous pressure by tossing them out pretty much whenever you want. Elektra's Flying Kick (Mobility + Attack) is useful for getting close to opponents quickly and knocking them down, and her throw is also good for clearing some space in between you and your opponent.

SPIDER-MAN

★ Can climb on walls using the Mobility button when close to a wall
★ Can Web Swing through the stage by pressing the Mobility button after jumping
★ Is able to pull objects into his hands by using Special Attack + Throw
★ Can pick up and move large objects, up to and including cars and large crates

Best Use of Rage: Repeated ranged Super Attacks
Launcher: Fourth hit of attack combo

Spider-Man is nimble and surprisingly strong; he's one of the most well-rounded characters in the game. His four-hit combos and throws take off a decent amount of health, while his web projectiles are fairly fast and don't require much Super energy to use. Spidey's Missile Kick (Mobility + Attack) is a very useful attack and can be used in any situation to knock the opponent down. His Web Swing is great for getting away from opponents in a pinch, or it can be used as a means to run away and give Spidey time to regenerate health when necessary. Your main goal with Spider-Man should be to use his speed and agility to move around, then pummel your opponent with a quick four-hit combo or a Web Shot or two to cause damage.

STORM

★ Gains the ability to fly in Mobility mode
★ Can pick up and move small objects, up to and including barrels and small crates

Best Use of Rage: Repeated Lightning Ball attacks (Mobility + Special Attack + Attack)
Launcher: Third hit of attack combo

Storm is a highly mobile character and is most effective when fighting enemies from a distance. As with some of the other characters, she moves very fast when flying; use this to your advantage by always trying to stay on the opposite side of the screen, away from your opponent. Her Lightning Strikes cannot be blocked unless the opponent is using a Super Block, and while they're not very damaging, these attacks can be extremely annoying. Storm also has the ability to throw her opponents from a distance by using Special Attack + Throw. This throw causes quite a bit of damage and also knocks the opponent to the other side of the screen.

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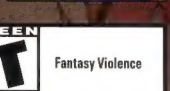

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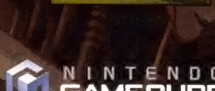

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FAULT ZONE

★ No projectile attacks
★ Is able to run along walls using the Mobility button
★ Can pick up and move large objects, up to and including cars and large crates

Best Use of Rage: Repeated melee Special Attacks
Launcher: Attack after a dodge

Fault Zone's very unique fighting style may seem a bit strange at first, but she is a force to be reckoned with. Since she doesn't have an instant launching attack like the other characters, you will have to rely mainly on her Special Attacks and throws for damage. Her Special Attacks are among the more powerful attacks in the game; a full three-hit Special Attack combo will usually drain an opponent's health bar by 25% or more. For this reason, your main goal should be to build your Rage meter as fast as possible by using repeated attack combos.

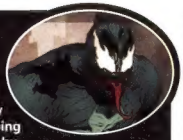
HUMAN TORCH

★ Gains the ability to fly in Mobility mode
★ Can pick up and move small objects, up to and including barrels and small crates

Best Use of Rage: Repeated ranged Special Attacks
Launcher: Attack after a dodge

The Human Torch is actually one of the fastest characters in the game, both on the ground and in the air. Use his speed to your advantage by playing a hit-and-run game. Get in quickly by flying over to your opponent, hit them with a quick combo and follow it up with a ranged Special Attack to do damage. The Human Torch's projectiles don't cause too much damage, but he can toss them pretty quickly. Using Mobility + Special Attack + Attack will toss a larger, more damaging fireball at your opponent, but be aware that this larger fireball drains Torch's Super energy meter quickly.

VENOM



★ Can climb on walls using the Mobility button when close to a wall
★ Can Web Swing through the stage by pressing the Mobility button after jumping
★ Is able to pull objects into his hands by using Special Attack + Throw
★ Can pick up and move all objects, up to and including tanks and semi trucks

Best Use of Rage: Repeated melee Special Attacks
Launcher: Third hit of normal attack combo

Venom plays similarly to Spider-Man and Hazmat, although he is stronger than both of them. One of Venom's best moves is his Spinning Drop Kick (Mobility + Attack). This attack knocks the opponent down, does a decent amount of damage and takes almost no Super energy. Venom is also pretty resilient; he can take a lot of damage and continue fighting. His attack speed is a bit slow, but he can be a tough opponent when he gets inside. Try to land as many three-hit combo attacks as possible, and follow them up with juggles or air throws.

IRON MAN

★ Gains the ability to fly while in Mobility mode
★ Gains the ability to fire Homing Missiles while in Mobility mode and using a Super Attack
★ Can pick up and move all objects, up to and including tanks and semi trucks

Best Use of Rage: Multiple ranged Super Attacks, firing homing missiles (Mobility + Super Attack + Attack)
Launcher: Third hit of normal attack combo

Iron Man is a tank in the true meaning of the word; he's a powerhouse when it comes to both dealing and taking damage. He is also one of the fastest characters in the game in mobility mode; use his speed to stay out of your opponent's reach and fight from a distance. Iron Man's melee attack speed is rather slow, so if you do get in close enough to throw some fisticuffs, try using an immediate air attack or a quick throw to give you some room to run away and recharge your Super energy. Your main strategy with Iron Man should be to build up your Rage meter, then unload with projectile attacks or Homing Missiles.

SOLARA

★ Gains the ability to fly in Mobility mode
★ Can pick up and move large objects, up to and including cars and large crates

Best Use of Rage: Repeated ranged Special Attacks
Launcher: Attack after a dodge

Solara doesn't have a normal launching attack, so if you want to beat down your opponent in the air, you'll need to do a lot of dodging and counterattacking. For a character who can pick up cars, she doesn't really do a lot of damage; for this reason, you'll probably want to concentrate on throwing projectiles and landing a few ground combos here and there. If you can line it up so that your opponent gets tossed into a wall or exploding barrel, Solara's Special Attack + Throw can also be very damaging. Her projectiles are fast, and her air projectile (Mobility + Special Attack + Attack) can be hard to avoid, so mix these up with random attacks from the air to keep your opponent guessing.

BRIGADE

★ Circuitry will malfunction randomly throughout the match and render him temporarily disabled for a few seconds
★ Can pick up and move all objects, up to and including tanks and semi trucks

Best Use of Rage: Repeated ranged Special Attacks
Launcher: Mobility + Attack

Brigade can be pretty nasty; think of him as a robotic version of The Thing with the ability to shoot projectiles. His one-two punch combos hit pretty hard, and his throws take off a good amount of life. Brigade's projectiles do a decent amount of damage and he can fire them at a pretty good rate, so feel free to use these when you have extra Super energy. Brigade also has a damaging dual-burst projectile that he can fire (Mobility + Special Attack + Attack), but this attack is very slow and has a small startup time, so only use it when your opponent is immobilized.

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MAGNETO

★ Gains the ability to fly in Mobility mode
★ Is able to pull objects into his hands by using Special Attack + Throw
★ When using Special Attack + Throw, can pick up and move all objects (except light poles), up to and including semi trucks and tanks

Best Use of Rage: Repeated ranged Super Attacks
Launcher: Attack after a dodge

Magneto's greatest strength lies in his ability to manipulate the environment; he can pick up pretty much anything in the stage from any distance and use it as a weapon. Since this really doesn't require much Super energy, you should do this often. Not only will it give you powerful projectiles to use, but it also has a great chance of hitting your opponent and damaging them if you manage to pull an object from behind them. Magneto also has the ability to throw his enemies from further distances than any other character in the game (by using Special Attack + Throw). Use this every so often to keep your opponent guessing as to what your next attack will be. Magneto's projectile is rather weak and doesn't cause a lot damage, but can be very useful if repeatedly thrown while he has a full Rage meter.

HAZMAT

★ Is able to climb on walls using the Mobility button when close to a wall
★ Can Web Swing through the stage by pressing the Mobility button after jumping
★ Is able to pull objects into his hands by using Special Attack + Throw
★ Can pick up and move large objects, up to and including cars and large crates

Best Use of Rage: Repeated ranged Super Attacks
Launcher: Mobility + Attack, third hit of normal attack combo

Hazmat is extremely similar to Spider-Man and should be played similarly. Although he's not as quick or as agile as Spider-Man, Hazmat makes up for this by doing a tad more damage than Spidey. Your main focus with Hazmat should be to get in and land a few hits, then use his Mobility-enabled running speed to retreat and fire a few projectiles...or pull nearby objects into his hands and throw them at the opponent. Like Spidey, Hazmat's Missile Kick (jump, then Mobility + Attack) is great for any situation and can easily be followed up by a projectile attack or an attack on the ground.

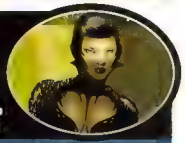
NILES VAN ROEKEL

★ Gains the ability to fly when in Mobility mode
★ Can pick up and move all objects, up to and including tanks and semi trucks

Best Use of Rage: Mobility mode and repeated ranged Super Attacks
Launcher: Second hit of punch, punch combo

Although somewhat slow and clumsy on the ground, Van Roekel's strength and speed in Mobility mode more than compensate for his lack of ground speed. His projectile attacks (both on the ground and in the air) are extremely damaging; use these along with his throws to deliver the majority of your damage. Since Van Roekel's attack speed is slow, try to land a punch-into-throw combo, or only use his melee combos when your opponent is wide open.

PARAGON



★ Can teleport by pressing the Block button or the Mobility button
★ Can pick up and move all objects, up to and including tanks and semi trucks

Best Use of Rage: Repeated ranged Super Attacks
Launcher: Third hit of normal attack combo

Paragon plays similar to The Wink, but she is stronger and faster. Paragon's strength and agility are her greatest assets; she is able to get close to opponents quickly and do a lot of damage within seconds. Teleporting around or dodging attacks and getting behind your opponents to throw them or hit them with a combo should be your main goal. Her projectile attack (Special Attack + Attack) emits a number of small "grenades" in a straight line that stick to the ground and explode a few seconds later, which is very useful for clearing small sections of enemies. Her Mobility attack is very damaging and makes her immune to attacks while teleporting, so use this often.

UNLOCKING EXTRAS

Here is a list of all of the cards, comic books, characters and venues in the game that you can unlock through gameplay, and how each is unlocked.

CARDS

Card #	How to Unlock
1	Complete Thing's "Invasion" stage
2	Complete Thing's "It's On" stage
3	Complete Thing's "Catch This!" stage
4	Complete Wolverine's "Street Fight" stage
5	Complete Wolverine's "House Party" stage
6	Complete Wolverine's "Femme Fatale" stage
7	Complete Elektra's "Death From Afar" stage
8	Complete Elektra's "Top of the World" stage
9	Complete Elektra's "Daredevil" stage
10	Complete Daredevil's "Redemption" stage
11	Complete Daredevil's "The Electric Man" stage
12	Complete Paragon's "Beta Test" stage
13	Complete Storm's "Return Home" stage
14	Complete Storm's "House Call" stage
15	Complete Storm's "Earthquake" stage
16	Complete Venom's "The Pit" stage
17	Complete Venom's "Seek and Devour" stage
18	Complete Venom's "Fatal Heart" stage
19	Complete Paragon's "Maya's Dilemma" stage
20	Complete Spider-Man's "Spider-Man!" stage
21	Complete Spider-Man's "Airlift" stage
22	Complete Human Torch's "Field Trip to Hell" stage
23	Complete Human Torch's "Torchbearer" stage
24	Complete Iron Man's "Scuttle" stage
25	Complete Iron Man's "Call of Heroes" stage
26	Complete Iron Man's "The Eternal Soldier" stage
27	Complete Magneto's "Master of Magnetism" stage
28	Complete Magneto's "Death Incarnate" stage
29	Complete Magneto's "Poisoned Steel" stage
30	Complete Paragon's "Duel of Masters" stage
31	Complete Paragon's "Meet Your Maker" stage
32	Complete Thing's "Last Stand" stage
33	Complete Wolverine's "Casualties of War" stage
34	Complete Elektra's "Deadlier Than Males" stage
35	Complete Daredevil's "Death by Fire" stage
36	Complete Storm's "Rage of the Beast" stage
37	Complete Venom's "Lethal Toxin" stage
38	Complete Spider-Man's "High Voltage" stage
39	Complete Human Torch's "Along Came a Spider" stage
40	Complete Iron Man's "Clash of Steel" stage

IF YOU'RE GOING TO SIT IN YOUR BASEMENT
PRETENDING TO BE AN ELF,
YOU SHOULD AT LEAST HAVE SOME FRIENDS OVER TO HELP.
GET TOGETHER. ROLL SOME DICE. HAVE FUN.
PLAYDND.COM
DUNGEONS & DRAGONS

COMICS

Comic	How to Unlock
Fantastic Four #1	Complete Thing's "Clobber 'Em All" stage
Fantastic Four #2	Complete Thing's "Broken Things" stage
Fantastic Four #3	Complete Wolverine's "Claws of Fury" stage
Fantastic Four #4	Complete Wolverine's "To Defy a Goddess" stage
Fantastic Four #5	Complete Elektra's "Silent Death" stage
Fantastic Four #6	Complete Elektra's "Assassin's Blades" stage
Fantastic Four #7	Complete Daredevil's "Take Them Down" stage
Fantastic Four #8	Complete Daredevil's "Lovers' Quarrel" stage
Fantastic Four #9	Complete Storm's "Fight to Survive" stage

Comic	How to Unlock
Tomorrow People #1	Complete Storm's "Wrath of the Elements" stage
Tomorrow People #2	Complete Venom's "Wanton Destruction" stage
Tomorrow People #3	Complete Venom's "Rise and Fall" stage
Tomorrow People #4	Complete Spider-Man's "Warped Evil" stage
Tomorrow People #5	Complete Spider-Man's "Fragile Life" stage
Tomorrow People #6	Complete Human Torch's "Cleansing Flame" stage
Tomorrow People #7	Complete Human Torch's "Blazing Speed" stage
Tomorrow People #8	Complete Iron Man's "Hot Iron" stage
Tomorrow People #9	Complete Iron Man's "All or Nothing" stage

My thoughts exactly.

VERSUS MODE CHARACTERS

Character	How to Unlock
Daredevil	Complete Daredevil's "The Electric Man" stage/Play 20 matches in Versus Mode
Storm	Complete Storm's "Earthquake" stage/Play 40 matches in Versus Mode
Fault Zone	Complete Storm's "Earthquake" stage/Play 50 matches in Versus Mode
Venom	Complete Venom's "Fatal Heat" stage/Play 70 matches in Versus Mode
Solara	Complete Venom's "Fatal Heat" stage/Play 80 matches in Versus Mode
Human Torch	Complete Human Torch's "Old Friends" stage/Play 100 matches in Versus Mode
Iron Man	Complete Iron Man's "The Eternal Soldier" stage/Play 110 matches in Versus Mode
Brigade	Complete Iron Man's "The Eternal Soldier" stage/Play 120 matches in Versus Mode
Magneto	Complete Magneto's "Poisoned Steel" stage/Play 130 matches in Versus Mode
Hazmat	Complete Magneto's "Poisoned Steel" stage/Play 140 matches in Versus Mode
Paragon	Complete Paragon's "Paragon's Revenge" stage/Play 150 matches in Versus Mode
Roekel	Complete Paragon's "Meet Your Maker" stage/Play 160 matches in Versus Mode

VERSUS MODE VENUES

Venue	How to Unlock
Daily Bugle	Complete Spider-Man's "Deadly Venom" stage/Play 10 matches in Versus Mode
Grand Central Station	Complete Daredevil's "Scorched Earth" stage/Play 30 matches in Versus Mode
Power Plant	Complete Iron Man's "The Eternal Soldier" stage/Play 60 matches in Versus Mode
Roekel's Headquarters	Complete Human Torch's "Old Friends" stage/Play 90 matches in Versus Mode

CHEATS

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes. Please note that if you have the "Autosave" option turned on, the effects of these cheats will be saved in your save file.

SAVAGELAND—Unlock all *Fantastic Four* comics

NZONE—Unlock all *Tomorrow People* comics

THEHAND—Unlock Elektra bonus swimsuit card

REIKO—Unlock Solara bonus swimsuit card

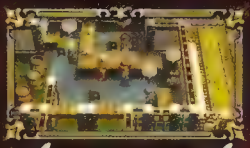
MONROE—Unlock Storm bonus swimsuit card

The Legend of Heroes

On his quest for light, will Avin survive the darkness?

In the post-Gagharv era, the land of El Phildin is consumed by a bitter war. As its citizens fight to survive, one will be taken by the darkness.

As time has passed and light returns, wounds heal and lives move on – except for one. On his quest to free his sister, will Avin be prepared for what he finds?



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Before the term "gratuitous violence" became synonymous with the *Grand Theft Auto* series, there was *Mortal Kombat*. First introduced to arcades in 1992, this no-holds-barred affair took the fighting game genre, tore its arms from their sockets and ripped its spine out through the back.

The *MK* series not only showed gamers how violent a fighting game could be, it also introduced the world to Fatalities. Whether it was the aforementioned relieving an opponent of his backbone or removing one's own face to shoot fire from one's skull, the over-the-top, unapologetic nature of *Mortal Kombat* was an instant success.

While Midway didn't have much success straying from the one-on-one formula of the original 2-D fighter (*Mythologies*, anyone?), that hasn't stopped the company from branching off once again. *Shaolin Monks* is a 3-D adventure game, but fans of the series shouldn't freak out—there are plenty of familiar faces, places and, of course, Fatalities to make even the most hardcore *MK* fan feel comfortable.

With that in mind, this strategy guide won't tell you how to play the game—we're assuming you already know how to do that. What this guide offers is a walkthrough to get you through the single-player mode.

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Strategy Guide
by Josh Engel

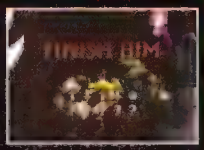
MORTAL KOMBAT SHAOLIN MONKS

ARE YOU EXPERIENCED?

Unlike traditional *MK* games, *Shaolin Monks* features a basic RPG system of strengthening your character. For every kill you rack up, you also acquire Experience Points, which you can use to "purchase" upgrades and new moves for your character. Be sure to upgrade early and often, as you'll find that things are much easier with more powerful attacks.

KOMBAT KONTROLS

You have four basic attacks at your disposal: Quick, Launch, Power and Throw. You can also execute Special attacks with the Modifier and pull off Fatalities, Multalities and Brutalities with the Fatality Attack button.



Quick

A Quick attack is a simple yet effective move that doesn't deal a lot of damage, but it can be performed very quickly, often in rapid succession.

Launch

Launch attacks are great because you can incapacitate an enemy and do some serious damage in a short amount of time. Once an enemy is launched, you can jump and perform a mid-air combo, or you can simply wait until your opponent comes down and launch him again. Launch attacks are more powerful than Quick attacks and are useful when fighting multiple enemies.

Power

Power attacks can dish out a lot of damage, but their downside is that they're generally slow moves. However, in some instances you *must* execute a Power move to defeat certain enemies, so you should definitely familiarize yourself with them. Power moves are best utilized when you're facing a single enemy and have plenty of health, as your opponent might strike before you're able to unload.

Throw

Throw attacks are great moves for clearing out an area, and can be combined with Launch attacks to put some serious hurt on an opponent.

Modifier

Use the Modifier when you want to pull off a Special attack. Each attack (Quick, Launch and Power) has several Special variants, which can be "purchased" with Experience Points.

ENERGY

Below your health bar is your Energy. When you use the Modifier or Block button, your Energy bar drains. There's no need to search for power-ups, though, as your Energy will replenish in a short amount of time.

ENVIRONMENT KILLS

While most *Mortal Kombat* competitors rely on their fists and feet to do their bidding, you might also find that your surrounding environment can be helpful—or even necessary—for your survival. And sometimes, environment kills are just downright fun for the whole family! So keep an eye on your surroundings.

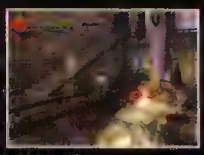
MAP OVERLAY

Without a compass to guide you, it's sometimes very easy to get lost and forget your place on the general map. Luckily, you can press **Left** or **Right** on the D-pad to bring up a map overlay that shows your location as well as any doors, save points and keys you need. This comes in very handy when you find yourself in the same place over and over; sometimes there's a door you may not have noticed.

DO YOU SMELL SMOKE?

You may notice something called "Smoke Missions" on the Stats screen. These are bonus missions that aren't integral to the overall story mode. If you opt to undertake—and complete—all five Smoke Missions, you'll be rewarded with a blast from the past (in terms of the *MK* universe). You can access the Smoke Missions from within the Living Forest.

SECRET ICONS

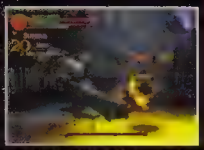


There are 68 secret icons scattered throughout the game—one for every area. Some are obvious, some are more difficult to find and some can't even be reached until you acquire certain skills. We've pointed out a few to get you started, but finding all 68 of them will be up to you!

WALKTHROUGH/STRATEGY

Shaolin Monks is divided into nine basic levels. Some maps are simple and linear, while others can be confusing and frustrating at times, which is why some sections of this guide will be short and others will be a little more involved.

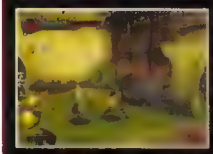
Goro's Lair



The opening level of the game is fairly straightforward. This is where you should figure out how and when to use your various moves (Quick, Launch, Attack, Throw). Your old friend Raiden will guide you through the basic set of moves, and you'll also acquire your first Fatality. When you're outside, drop down to the bottom to take on the Oni Warlord. After taking him (it?) down, you'll earn your first Ability: Long Jump. Give it a test run and finish the Mask Guards to open up the portal to the Wu Shi Academy, your home base.

Wu Shi Academy

Watch out for the wall spikes, and use them to your advantage. Head to the right (over the bridge), then go left (past the fire-breathing statue) and toss the Tarkata to break the barrier below. Go back down and to the left (past the broken barrier) and fling a Tarkata onto the spiked catapult above to break the next barrier. Once again, get past the fire-breathing statue and go left, using yet another Tarkata to knock the stack of boulders into another barrier. Head back down and around, using your platform-jumping skills to get across the spike pit (there are more fire-breathing statues here, too). Jump up onto the wall and on to the next section.



Run to the far path and go left to get into the next area. Follow Johnny Cage and defend him as he opens the various gates. Go back and grab a sword from the mini-armory and head back to Johnny. Run around the koi pond, jump up on the wall and use the sword to cut the ropes on the bowls of lava. Return to the koi pond, take a left and head down to the next part of the academy.

In the next area, you'll see two secret icons—but you can't access them yet. Simply head right to the next exit.

You've got to put out the fires in this area. Run around the fire on the left and jump over the flames on the right. This is the first of many "Test Your Might" (TYM) challenges.

Go back to where you came in and jump up to the roof, then onto the wall and go left (and up) to the next TYM. Rinse and repeat until all the fires are out (each mini cutscene will show you where to go next).

When all the fires are out, go back down and out the way you came into this area. In the next stage, go left and drop down. Take everyone out, including the Mask Guards. Raiden will give you a hand and introduce you to the Portal.

At the Portal, go to the right and then up, jumping over the gap. This will take you to the Evil Monastery.

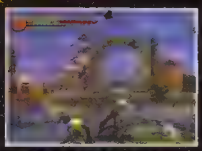
Evil Monastery

In the first room, go upstairs and do the TYM on the left to activate the spikes down below. Go downstairs and toss an enemy onto each set of spikes to open the door. At the top of the stairs, use either an enemy or hat toss to break the first stained-glass window. Hit the medal with a hat toss to snag the secret icon.

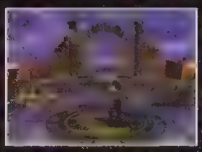
Once you get outside, fight your way to the top of the temple. Put a hurt on Kitana—she'll bail after you get her health about halfway down.

continued

Evil Monastery continued



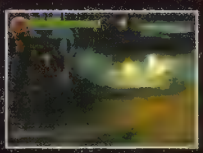
Welcome to your first boss battle. Even though you're facing three lovely ladies, focus your attention on Kitana for now. Attack her until the cutscene is triggered, then keep her pals away from the "control orbs" until another cutscene begins. Now it's time to dance with Jade and Mileena. Pound them both and try to get them to land in the "traps." Once they do, grab the lever and Test Your Might to punish them. When it's time, execute a fatality on Jade.



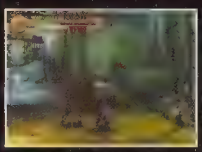
Grab the token for your second Platform Ability: Fist of Ruin. Head back down the outside of the monastery and use your new skill to get the statues blocking the Portal out of your way.

Head across the Portal to where Reptile just escaped. Take down the Shadow Priests and a walkway will appear, taking you to the Living Forest.

Living Forest



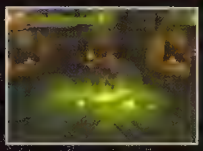
Watch out for the trees with faces on them; you'll need to "feed" them to complete the level. Toss an enemy to the first tree and defeat the rest to open a save point (at the top of the screen). The trees with the arms will mess you up if you get too close.



Use the Long Jump to clear the gap of vines. Take on the Brothers of Shadow, then jump to the ledge to get to the next area. Jump over the water (watch out for the giant sea snake if you fall in) and smash the Clay Soldiers. Before you can smash all of them, two will come to life. Use a Power attack to break their shields and then pummel them. Toss a Putrid Corpse to the living tree to get your second hint. This is where you can access the Smoke Missions. Throw one of the Clay Soldiers into the wall with the Yin-Yang symbol on it; the wall will break and reveal a hidden door (you can see it on your map overlay if you're not sure where it is).

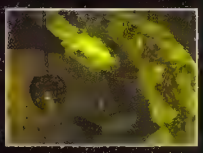
In the next area, hop across the stones toward the waterfall, then climb your way to the top and out. When you run into the water in the next area, four snakes will rise and you'll be trapped. Use the Putrid Corpses as snake food—toss them up near each snake. After you feed all four, the area will clear and you'll be allowed to pass. Go up to the next level and feed the last tree. Reptile's lair is now open for business.

In the first room, go to the center logo. You'll face three "lightning" rounds, where you have to smash moving statues. Once you complete the challenge, grab the coin, which gives you the Brutality. Give your new ability a test run and then head out the door to the right.

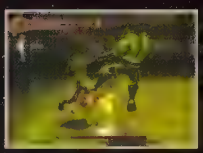


Run up the hallway. If you're low on health, smash the Clay Soldiers. This is also a good way to rack up some easy experience points.

The snake puzzle may look confusing, but it's simple once you figure out the snake's pattern. It's also worth noting that there are "safe" spots in each section (*after* you make the first jump in each). Use your Power attack to destroy each pillar until the snake goes down for the count.

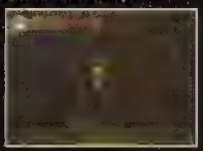


The first part of your boss battle with Reptile is pretty straightforward. Pound him a lot and block when he attacks. After a minute or so of toe-to-toe action, he'll transport to higher ground and fling projectiles your way. You can't follow him up there, but get as close as possible to the ledge he's on. He might clip you once or twice, but it's a lot better than trying to dodge the whole time.



When Reptile's health hits the halfway point, you'll see a little cutscene and things will get much more difficult. He's now invisible, although you can track his movement by his footsteps and projectiles; his head will also show up occasionally. Just keep moving and throwing punches. You'll connect eventually, and when you do, juggle him as much as possible for maximum damage. Repeat until it's time for the Fatality.

Your reward for defeating Reptile is the Wall Climb ability, which you'll use to get out of the level. Find the "weak" point of the snake's scales (look for the Interact icon to pop up), smash it and climb out.



On your way back out, remember to destroy the Clay Soldiers as needed; your health should be pretty much full by the time you reach the end of the hall.

When you come out of the lair, go past the living tree and jump over the vine pit. Use your new ability to climb the wall and grab the health upgrade. Next, work your way back to the very beginning of the level and head to the Portal.

Once you're back in the Portal, quickly go left and drop down into the gap, then climb up the pillar (watch out for the green-glowing skulls that will come flying at you). At the top, give the Shadow Priests a beating and take the Portal to the Soul Tombs.

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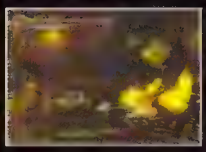
Soul Tombs

In the first room of the Soul Tombs, take the door with the red symbol above it. In the next room, take the door at the "top" (or to your character's right when you run in). Wall Climb in the next area and go to the left to get to the exit.

Once you're outside, jump over the spikes to get to the middle. Do the TYM challenge, but time it so that when you trigger it, the gate slams down on the Mask Guard. Do this three times and head back through the middle to the next area, where you'll find it a most opportune time to test out your newly-acquired Brutality.

In the next room, throw an enemy into the wall at the Yin-Yang symbol and the wall will crumble to reveal a token. Use your projectile attack to hit the token and release the secret icon. Now run over to the wheel and do the TYM challenge to open a door which you'll be headed to shortly.

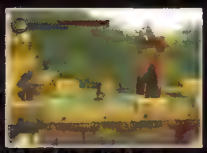
Go back three areas (room, outside, room) to the dungeon with three doors. Take the door to the left, where you may want to pull off a Multality or Brutality to get some health. You'll need it, because the next room will bring you face-to-face with the Oroch Hellbeast mini-boss.



Against the Hellbeast, you'll actually want to take out the Tarkata first to get the health orbs. Because if you don't, the Hellbeast *will*—and it will get the subsequent energy they "release." There are several ways to approach the Hellbeast, but the easiest and most efficient is to chuck the skulls strewn about the room, as they do more damage than most of your attacks.

Baraka Boss Battle

As in every other fight, blocking is important in this boss battle. Launch attacks work well here, and you can even slip in an occasional Power attack. Throughout the course of this battle, there will be three cutscenes. After the second one, use your projectile attack and avoid his. After a couple minutes of long-distance battle, he'll come back across. Grab one of the swords and go to town. When Baraka attacks, jump over him and slash him from behind. Eventually you'll lock swords and face a TYM challenge. When you complete it, use the Throw button to impale Baraka. Now grab the sword on the other side and repeat. After you've impaled him twice, activate the Fatality and finish him off.

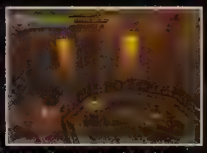


Use the just-opened Portal to get back to Wu Shi. Go across the courtyard, jump onto the roof and run back to the Fist of Ruin statue. Run to the end and drop down, then grab the flaming icon in front of the statue to obtain the Wall Run ability. Head back to the Portal and use your new skill to run up the pillar (back in the Soul Tombs) to get Wall Jump.

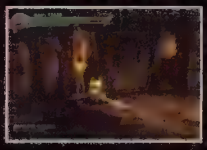
Get back to the Portal and go to the Portal Jump Spot (the second "door" from the left on the map). Use the Wall Run and Wall Jump to get up to the top level. Defeat all the enemies to open the walkway to the Wasteland.

Head back to the main "hub" of the Soul Tombs, where you'll see that a beam has been lit. (Interesting....) Now go through the door with the green symbol above it. In this next room, defeat all the enemies and head out.

Now go left and outside, then make your way across—but watch out for flying boulders and radioactive skulls. Run through the next area and over to the door on the left. Use whatever means necessary to get an enemy up into the spikes of the "chandelier," which will cause it to drop down. Destroy the Shadow Priest statue on the left and go down the hall to grab a secret icon. Go back out and jump up on the chandelier to get up and out of the room.



Run around and go up the stairs, then jump onto the chandelier above the fan, where you'll be joined by the welcoming committee. Toss (or knock) them off the side, where a well-placed shot will fracture the fan and send a blade into the wall—a perfect platform for jumping. Jump across and go around to the large button on the floor, which activates a quick cutscene.



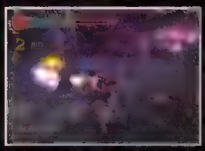
Go back, out and across the "platforming" bridge, then run to the far side of the room and grab the sword that's lying on the ground. Slash the torture victims in front of the decorated door to the far left and head into the Soul Tombs.

Defeat all the enemies in here, and if you still have the sword, chuck it. Run up to the Tombs and use the Fist of Ruin to destroy them—four or five hits should do the trick. Go back to the "hub" room, where both beams are now lit to reveal a new exit. Welcome to Baraka's clubhouse.

Wasteland

Grab the sword and then head to the wall on the far left for a Wall Climb. Go to the right, run past the bridge and Wall Climb/jump up. Destroy the pile of bodies blocking the doorway with a couple of slashes and head in. Watch out for the rolling boulders and get to the ladder. Repeat the process until you get to the top and trigger a cutscene.

Grab the hook swords that Kabal dropped and head back down (remember to watch out for the boulders going down, too). Cross the bridge and go to the far left to pick up a health upgrade. Slash through the bodies blocking the doorway and go in to face the Elemental Knights.



You can't defeat the Knights by traditional means. Luckily, Raiden shows up to give you a hand. Knock each Knight into the pool of blood, where Raiden will take care of them with a lightning strike. Once all the Knights are fried, head over to the TYM station and complete the challenge.

continued

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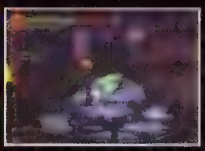
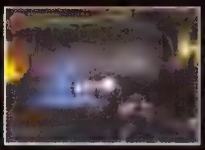
Wasteland continued

Go down to the door that opens when you emerge and get ready to square off against a very bitter Sub-Zero. Block like crazy and use your projectile attack as often as possible. The skull lying on the ground also does considerable damage, although you can't block when you're holding it. Try to get him in the air and juggle him as long as possible. After you get his health down low, you'll trigger a cutscene.



Hop on the boat with your new buddy, start whoopin' on Putrid Corpses and don't stop until you reach your destination. Now jump off the boat. When you get to the doorway, head left, do a Wall Run (at an angle) and jump onto the lion statue for a secret icon. Jump back down and use the Fist of Ruin to clear the way.

Throw several enemies onto the spiked wheel to literally spill some blood, and then defend Sub-Zero while he creates a morbid ladder. Get to the top and jump over the wheel to snag a secret icon.



In the next room, wait for Sub-Zero to freeze the wall, then Wall Run across. You'll find a token in the lower right corner, where you can use a projectile to get the icon.

Goro Boss Battle

Keep your distance from Goro and use your projectile attack in combination with a sliding/rolling attack (run and Quick attack). After he grabs the pillar, you'll *definitely* want to stay away, and be ready to jump when he slams the pillar down. Just keep pounding away with the projectile attack until you get the Fatality prompt. Grab the token to unlock Double Jump.

The Dead Pool

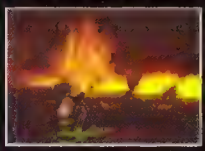
After you leave Goro's cold, dead body, head back out and across the chasm (where Sub-Zero froze the wall) and then jump into the Portal to go to the Dead Pool. All you need to do here is to throw five Bloody Skeletons onto the hooks hanging above. Once you do, run to the end of the walkway, grab the icon and test out your new ability in the next room.

Back at the Portal hub, drop down two levels and use the Swing ability to get to the top level on the left side. After you beat down the Shadow Priests, run down the walkway and head into the Netherrealm.

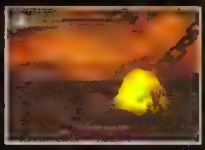
The Netherrealm

There's no secret to getting through the Netherrealm. Your focus here is on Scorpion. Unfortunately, he's got the home field advantage, so you'll have to watch out for both him *and* the environment. You can ignore the corpses and skeletons that fall from the sky; just keep running until your first showdown with your not-so-gracious host (that's right, there will be several).

Use a lot of blocking and try to work those combos as much as possible. After you get his health about halfway down, he takes off. (How do they always know when they're half-dead?) Work your way across the lava pits (use your Double Jump and Wall Climb if you need to), then head down the stairs.



Scorpion will conduct a "fire orchestra" from above (you can't reach him), so keep an eye on the ground—it will light up right before the fire comes up. Dodge his advances and get ready for him to sling his spear down. When he does, grab it and get ready to Test Your Might. Success means you'll yank him down to your level, where you can pummel him until he goes back up top. After yanking him down three or four times, he should be ripe for a sweet Fatality.



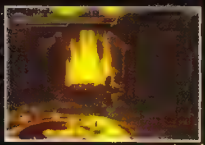
But you're not quite done with Scorpion yet, because you have to beat him twice: first as regular, old Scorpion and then as Inferno Scorpion. Inferno Scorpion will stay on your level for the fight, but he can also conjure fire, so be careful. And his spear attacks are much more dangerous, so this isn't an easy fight. Just keep your distance, move in for quick attacks and use your blocking and projectiles as much as possible. After you execute your Fatality on Inferno Scorpion, keep an eye out for a tongue-in-cheek homage to the governor of California.

Foundry

Go into the cave on your right and watch for the fire shooting up from the grates. Get to the wheel for a TYM challenge and pay attention to what happens when you succeed. Go back to the main cave and up the ramp. Head down the hallway on the left (watch out for the giant wrecking balls) and get to the next TYM station.

You've now opened the gate to get to the final boss battle, but you're not quite ready yet. Go back to the main cave and down the middle, all the way to the exit.

In the next room there are four doors, but right now only one is open. You can't see it from the entrance, but if you jump onto the square stone platform that's third from the left, you'll be able to cross to the other side and go through the open door.



Throw two enemies onto the bonfire to trigger a tiny cutscene. (They'll keep respawning, so don't worry if you kill one before you're able to get him onto the fire.) Next, head through the door on the right.

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Foundry continued

In the next room you'll face off against another Orochi Hellbeast and two Demon Generals. Don't be seduced by the Hellbeast's charm, though—you should just ignore it and focus on the Generals. What you need to do is toss one onto each of the hooks hanging from the ceiling (there are only two). This doesn't sound too difficult, but with the Hellbeast breathing fire and lighting itself up while the Generals throw flames your way, it's not as simple as it sounds.

After you've impaled the Generals, climb up the pillar that rises from the ground, go to the right and Double Jump over the lava to the TYM station. Jump back over and watch out for the two Demon Generals. Either eliminate them, chuck them over the side or simply ignore them completely. To get to the next door, you'll need to execute a Wall Run (at an angle) followed immediately by a Wall Jump. This can be a little tricky, but falling into the lava doesn't do too much damage if you fall. (Also try not to run into the wall of spikes.)

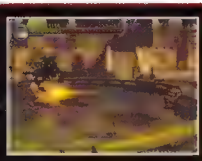
Go through the next room and out the door, and you'll find yourself back in the "main hall." Go back across to the main entrance and then Wall Climb up the left side and go through the open door.

Ahhhh...finally, the big payoff: the battle axe you'll need to access the final boss arena. Complete the TYM challenge, grab the axe and take it for a test drive on the enemies who show up. Head back out the door and exit this hall completely, back to the original cave.

Shang Tsung

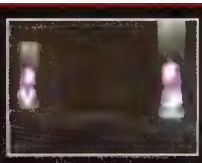
This is actually four boss battles in one, as Shang Tsung will transform into Sub-Zero, Reptile, Johnny Cage and back to himself throughout the fight. When you see him transforming, be ready to nail him with your projectile attack as soon as the transformation is complete. Then get in his face and combo and juggle as much as possible. Be wary of each character's special attacks, and you shouldn't have too much trouble beating Shang Tsung with most of your health intact.

Kintaro

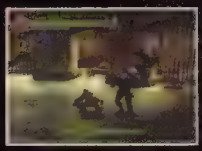


This is probably the easiest boss battle in the entire game, if you know what you're doing. Kintaro isn't the fastest fella on the planet, so if you can stay behind him, he won't give you any trouble. Keep your distance and pummel him with your projectile attack while dodging his fireball attacks. After nailing him with a projectile, do a running Quick attack, immediately followed by another projectile. By the time Kintaro turns around to take a swipe, you're already on the opposite side of the arena. Every so often he'll get *really* mad and do a series of four or five jump attacks. You'll know when this is happening because you won't see him on the screen, and there's a distinctive sound he makes when he jumps. The best way to avoid getting slammed is to do a Double Jump when he jumps. Then continue to pummel him. The Fatality on Kintaro is one of the best in the game.

Go up the ramp, take a right and go all the way through the cave until you reach the giant crystals. One good Power Attack on each should do the trick. Introduce the handful of enemies to your new best friend, and then head through the door...to your destiny!!!



After the cutscene, you'll see two prisoners on either side of the hallway. You'll find a save point to the left, and Kitana in the cell to the right. Go up to Kitana's cell and interact with her several times. The door to the right will open and you'll face a few guards.

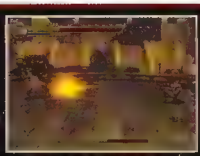


Go into the chamber to square off against Kano. You'll have some help (as well as a distraction), but the bulk of the work will fall on your shoulders. When Jax is doing his thing, don't waste energy trying to double-team him; it doesn't work. Just stay defensive and get in as many combos as you can. After Kano goes down, you'll get a health upgrade and a health power-up (which you'll use later).

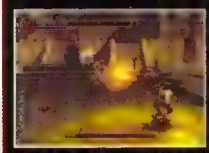
Final Boss Battle

This is it: the final showdown...or is it showdowns? To finish the game, you need to defeat three bosses with one life. The key is to conserve as much health as possible with the first two battles, as they're relatively easy. You'll see the health power-up that Jax gave you, but you should save it until the final fight. After you defeat each boss, a small health power-up will appear, so keep that in mind.

Shao Khan



With Kintaro and the rest of the undercard out of the way, it's time for the main event: Shao Khan. Since this is the absolute, final boss fight, it's a tough one. Actually, the first half isn't too bad. Khan will use two basic attacks: a shoulder charge and a projectile. Avoid both and clock him with your own projectile attack. Actually, what does the most damage in one blow is Kintaro's head, which you'll find lying in the ring. Just be careful when trying to pick it up, and make sure Khan is far enough away that you'll have time to get it. After you get Khan's health down to about 50%, you'll see a cutscene and then you'll have to face him while he wields a giant battle hammer.



In the latter half of this fight, the key is to stay as far away from Khan as possible and nail him with your projectile attack. Now is also a good time to finally activate the health power-up from Jax—you'll need it. Eventually Khan will go into a spin attack that is impossible to stop. The best way to handle it is to Double Jump when he gets close, and then do an air attack. You'll probably get hit a couple times, but it shouldn't be too bad. Repeat this process (and don't forget about Kintaro's head) until Khan is defeated.

SECRET BOSS BATTLES

Ermac—Wu Shi Academy

First up is Ermac, whom you'll find in the warrior shrine at the Wu Shi Academy. You'll need the Swing ability to access the shrine, which you get after defeating Goro in the Wasteland. Go to the part of the Academy that looks like intestines on the map and head for the far door. Don't try to get in through the shrine's front door, though. Go to the left, jump up the wall and swing across the bamboo jungle gym. Once you interact with the statue, the door will open and you can proceed. In the shrine, go to the statue on the far left and interact with it three times to activate the battle. Get ready to be double-teamed!

Mileena—Living Forest

You'll also need the Swing ability to reach Mileena. In the Living Forest, go to the first save statue and jump up to grab the branch. Swing your way up and onto a ladder on the tree. Once you're at the top, simply work your way across all the bridges until you reach the end. You'll come across several enemies along the way, but it's not necessary to take them on. Oh, and in this boss fight you'll get *triple*-teamed—enjoy!

SECRET FATALITIES

Most of the Fatalities can be seen in the Concept Art section of the Kontent menu after you find certain Koins in the story mode, but we've found four secret Fatalities that the game will never tell you about. Are there any more? Only Midway knows for sure.

Kung Lao's Secret Fatality	←, ↑, →, →, Quick
Liu Kang's Secret Fatality	↓, ←, →, ↑, Quick
Johnny Cage's Secret Fatality	↑, ←, ←, ←, Quick
Reptile's Secret Fatality	↑, ↑, →, ←, Quick

MORE UNLOCKABLES

- If you finish the Single Player game as Kung Lao, you'll unlock Sub-Zero in Single Player and Ko-op.
- If you finish the Single Player game with Liu Kang, you'll unlock Scorpion for Single Player and Ko-op.
- Complete all five Smoke Mileena to unlock *Mortal Kombat II* in the Kontent menu.

And if you're too lazy or unskilled to do any of the above, check out our *PlayStation 2 Tips* and *Xbox Tips* in this issue for some cheat codes....

VERSUS MODE CHARACTERS

Besides Kung Lao and Liu Kang, there are six other characters you can use in Versus Mode. They can be unlocked by finding specific secret icons in the Single Player game. Here's how:

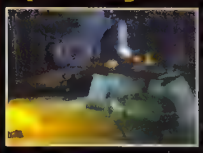
Johnny Cage—Wu Shi Academy

You'll find Cage's icon in the burning section of the Academy. Jump onto the roof of the pagoda that's been destroyed by a spiked boulder. Go to the right and jump across the gap, into a covered area. Grab the icon and do a nut punch to celebrate.

Kitana—Evil Monastery

Go to the area where you performed your first Multality (in front of the Shadow Priest). Double Jump onto one of the taller broken pillars to the right of the Priest, then jump onto the "roof" to your left where you'll find the icon.

Reptile—Living Forest

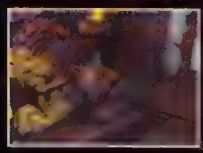


In the third area of the Forest, toss one of the "living" Clay Soldiers into the rudimentary stone pillar (on the other side of the stream), which acts as a dam and stops the water flow. Now go back to the second area and drop down to where the water was and grab the icon to unlock Reptile.

Baraka—Soul Tombs

From the main "hub" in the Soul Tombs, go through the door with the red symbol above it and take the middle door in the next room. Do a Wall Climb and take a right. Use the Fist of Ruin on the statue and get to the end of the stairs. Jump across to the small ledge and grab the icon.

Sub-Zero—Wasteland



When you're fresh off the boat (after going toe-to-toe with Sub-Zero), go up the stairs and take a left, behind the giant lion statue. Double Jump onto the lion's back and you'll see the icon.

Scorpion—Foundry

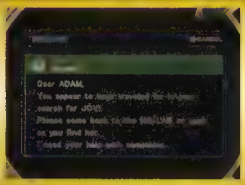
Run down the center hallway (just to the left of the "save statue") and throw one of the archers into the wall on the left at the end of the hallway to reveal a secret room. Grab one of the archers, throw him into the lava and use him as a stepping stone. Double Jump to the ledge to get the icon.

Pokémon XD Gale of Darkness

Top 10 Tips

We just got our hands on *Pokémon XD: Gale of Darkness* as this issue was going to press, so we didn't have time to play through it and give it the *Tips & Tricks* royal treatment. Fortunately, our friends at Nintendo provided us with a list of 10 helpful tips at the last minute. According to the folks who made the game, these are the important points and secrets that should be of most interest to *Tips & Tricks* readers:

As you receive E-mails throughout the game, be sure to closely read them all. Many of them contain important information about things you need to do.



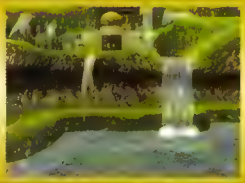
Mt. Battle is a great place to level up your Pokémon and to work at purifying your Shadow Pokémon as you make your way through the many battles. Take advantage of it as soon as possible in the game.

If you're trying to snag a Shadow Pokémon and you mistakenly make it faint, don't worry—you can still capture that Shadow Pokémon later on in the game.

When you are given the choice of evolving Eevee, choose wisely. Although any one of its evolutions will work fine, think about how you want your main Pokémon team to battle, and evolve it based on that.

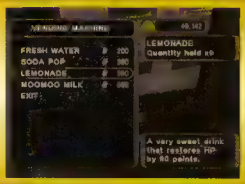
Try clearing all 100 Mt. Battle trainers without losing and without changing your party Pokémon. You'll get a reward for your efforts.

Not all of the Shadow Pokémon are in Cipher's possession. Be sure to explore and talk to everyone.



Keep as many Shadow Pokémon in your party as possible; doing so will help speed up the purification process as you walk around and battle.

When it's time to purchase healing items, don't forget about the vending machine in Pyrite Town. Lemonades have the best HP for your Pokédollar late in the game. However, you'll want to make sure to have a few potions of the appropriate kind on standby to max out your HP in one turn.



If you beat a Colosseum more than once, you can earn some extra TMs.

Pokémon that have had their hearts closed will not learn all the moves of a regular Pokémon. Don't forget to take purified Shadow Pokémon to Mt. Battle's Move Teacher to find out what moves they've missed.

touching is good.

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BATTLE RACING IGNITED BURNOUT REVENGE

Strategy Guide by Pat Reynolds

Last year's *Burnout 3: Takedown* set a new standard for high-speed, adrenaline-fueled racing games. Developer Criterion has gone a step further with the follow-up, *Burnout Revenge*. Where *Burnout 3* focused on different classes of cars (from the lowly coupe series to the high-powered Supers), *Revenge* is less about the cars (although there are a lot of cool ones to be found) and more about the courses on which they run amok. Each route has been painstakingly designed to let crafty drivers find shortcuts and alternate paths, not to mention setting Takedown traps for the other drivers. Not content to let the various types of racaes remain the same, Criterion has also polished, streamlined and tweaked all of the race types for maximum fun and playability. This guide will focus on these courses, giving you the tips you'll need to fly past the competition and grab the gold in every type of event. We'll also show you how to unlock all 79 vehicles in the game!

BURNOUT CRASH COURSE

Although it's inconceivable to me that any gamer hasn't played *Burnout 3*, let's assume that at least a couple of readers managed to miss what was arguably the greatest arcade-style racing game ever made. Here are some pointers on the basic concepts of the *Burnout* series.

Takedowns

Central to *Burnout Revenge* is the Takedown—the art of causing other cars to wipe out and crash in a variety of entertaining ways. You can slam into them to send them piling into a wall, traffic or immobile obstacle. You can nudge civilian traffic into opponents. You can drop your car on top of an opponent while landing from a big jump. You can even psych out some drivers, causing them to lose control and take themselves out just by driving erratically near them! Taking out the other racers gives you two bonuses (aside from the giddy feeling you get from transforming another vehicle into a smoking wreck): It sets that driver back a few seconds, and it increases your Boost meter as well as filling it completely. What's Boost all about? Read on!

Boost

Your Boost meter appears in the lower left corner of the screen. It starts out pretty small, but increases in size, up to four times, as you perform Takedowns on the other drivers. Holding the Boost button increases your speed, lets you slam into other vehicles with more power and makes your Crashbreaker explosions mightier. You'll slowly lose Boost as you hold the button. To increase your Boost, you'll need to drive recklessly—you get Boost for staying in the oncoming traffic lanes and/or performing crazy maneuvers like long drifts, catching big air, slamming into other cars and drafting the other racers (sticking right behind them). You'll lose a section of your Boost meter if you crash or get taken out, but you can keep your full meter (and refill it) if you can cause your wrecked chassis to collide with or destroy one or more rivals.

Aftertouch

When you crash, you'll be able to hold the Boost button and steer your wreck for a few seconds. This is called Aftertouch. It allows you to attempt to position yourself in front of another racer and cause him to crash into your vehicle, scoring an Aftertouch Takedown. This type of Takedown acts just like any other—it adds to your Boost meter if possible and completely refills it, even though you just wiped out. Any time you crash, do whatever it takes to score an Aftertouch Takedown so you can get back into the race with full Boost and at least one opponent eating your dust.

Drifting

Drifting is a maneuver that takes your car sideways into and through a turn, maintaining high speed and staying near the middle of the road. It's an essential skill to master in *Burnout Revenge*, as it will often let you pull ahead of your rivals if they're not as efficient at taking turns. To enter a drift, release the accelerator and tap the brake as you approach the turn. Now jam back on the accelerator and steer hard in the direction of the turn to drift. You'll continue to drift until you release the accelerator, at which point your car should "snap back" into a forward motion coming out of the turn. Different vehicles handle drift in different ways. Some lighter cars will begin to drift automatically at high speeds when you begin a sharp turn, while others have a tendency to not drift but are generally easier to control during the turn. Find a vehicle that handles in a way you like and stick with it for the best results.

WHAT'S NEW?

Although there are a lot of similarities between *Burnout Revenge* and *Burnout 3*, you'll find some things that are completely new. Here's a breakdown of the new features and how to use them to your best advantage.

Traffic Check

The single biggest change to the *Burnout* formula is the ability to slam into traffic that's heading in the same direction as your car. This maneuver (called "checking" for its resemblance to the practice of hurtling into opposing players in hockey) lets you do two things that weren't possible in *Burnout 3*. First, you no longer have to worry about most traffic in the non-oncoming lanes. You'll need to watch out for big rigs and buses, as they're immune to checking and will wreck you if you plow into them, but anything else is fair game. You'll take a slight hit to your speed when you check another car, but it's not major and you gain some boost for it.

Second, you can now directly use traffic to perform Takedowns on the other racers. If you check a vehicle and it slams into another driver, you'll get Takedown credit for it. This lets you take out cars that are too far ahead of you to slam into directly! If you find yourself falling behind in a race, start checking traffic like crazy; some of it is bound to hit your rivals up ahead.

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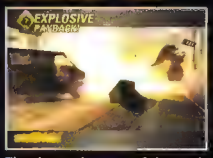
Crashbreaker Events



No longer reserved only for Crash modes, the Crashbreakers can be armed in races and Road Rage sessions now, beginning with the Rank 5 events. When you crash, you can cause your car to explode, taking out nearby vehicles, including other racers. The size and power of the explosion varies—every car has a Crashbreaker rating that tells you how much punch it packs when it goes boom, and you'll get a bit more area of effect depending on how much boost you have left when you explode. Using a Crashbreaker completely drains your boost meter, but as long as you take out at least one opponent in the blast, it'll fill right back up again, putting you back on the road with a full meter and ahead of at least one sucker who drove too close to your wreck.

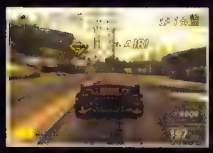
If you can time things just right, it's possible to take out multiple opponents with a single Crashbreaker. You can often get Double, Triple or even 4-Way Payback...and if you crash while in the lead with all five other racers close behind and grouped up, you can get "Total Payback!" by wiping all of them out in one massive blast!

Vertical Takedowns

A new type of Takedown, the Vertical Takedown requires you to grab some big air off of a ramp or other obstacle and bring your car down on top of another racer. Because it's nearly impossible to actually plan this move in advance, it's one of the rarest—and most spectacular—tricks in the game.

Shortcuts

In *Burnout 3* the race tracks were linear—a single line from start to finish with only the twists and turns to distinguish them from one another. In *Revenge*, you'll find loads of hidden paths and shortcuts on every course. While the rest of the pack scrambles for second place, the driver waiting at the finish line is the one who can hit these shortcuts every time.



All of the shortcuts are indicated by blue lights on either side of the openings that lead into them. Keep your eyes open for these lights and point your car between them to hit the shortcut. In many cases, taking a shortcut is dangerous; they tend to be narrow strips of road with one or more obstacles to block your way. If you want to take advantage of the time you'll save by hitting the shortcuts, you'll need to also learn the locations of the obstacles in each one so you can avoid them.

Revenge Rivals

When you get taken out by an opponent, he is immediately flagged as a Revenge Rival; the marker above his car will turn red. Now any normal slam you perform against this car becomes a Revenge move instead of a normal one. It's possible to have multiple Revenge Rivals in the race at the same time.

Take down your Revenge Rival to earn a Revenge Takedown. Many of the course challenges in the game require you to perform one or more Revenge Takedowns in a race.

Revenge Rank

As you complete events and move through the World Tour mode, you'll earn stars. When you collect enough stars, you'll increase your Revenge Rank. You start at Rank 1: Harmless and can progress all the way through ten additional ranks to reach the coveted Elite rank. Each rank (except Elite) unlocks a new set of events, and each set of events is progressively more difficult. If you can reach Elite rank, you'll be rewarded with a special car; check the vehicle unlocking table later in this guide for more info

EVENT TYPES

As you progress through the game, you'll need to master several different types of events. This section will show you strategies for each event type and give you tips to maximize your scores so you can bring home those gold medals.

Race

This is the basic event type of the game—a six-man race to the finish line, with a variable number of laps depending on the course. All Takedown rules apply, and you'll win a medal for finishing in the top three. Do whatever it takes to increase your boost meter early, learn the shortcut locations and stay in the lead. In a typical race you don't have to worry too much about taking out the other drivers; just staying ahead of the pack will net you the biggest rewards here. It's important to note that the ability of your rivals, and the quality of their vehicles, improves as you rise in Rank. Going back to Rank 1 events when you've earned higher ranks will still give you a good challenge because all of your rivals will be driving much more powerful cars than they were back when you were Rank 1.

Traffic Attack

Traffic Attack is a new type of event that lets you get a ton of practice at checking civilian traffic. The goal here is to slam your car into as much same-direction traffic as possible; it's kind of like an ongoing Crash mode where you're trying to rack up as much damage as you can before running out of time. Don't worry about using a lot of boost or maintaining a very high speed—control is more important in these events. You need to be able to steer into as many vehicles as possible, and if you're speeding around the track you'll miss a lot of prime targets.

CONTINUED

Time is precious in Traffic Attack events—you don't start with a lot of it, and it's always running down. You'll add a little bit of time to the clock with each car you check, and you'll get a lot more time if you can create long strings of crashes. Try for "trick shots" by checking cars at an angle to send them careening into oncoming traffic or other vehicles.

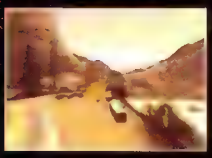
If you can stay on the road long enough to complete a lap, your second lap of the course pays double on all damage you cause! In some of the later Traffic Attack events, this is the only way to hit the big numbers necessary to win the gold. Driving in the oncoming lane doesn't pay in Traffic Attack, and neither do most shortcuts, since they seldom have traffic. Keep your car in the most densely populated sections of the course as often as possible to rack up the most points.

Road Rage

Road Rage hasn't changed much from *Burnout 3*. Your job is to take out as many of the marked cars as possible within the time limit. You'll earn more time after taking out a certain number of cars in these events, so you can keep going indefinitely if you can wreck enough vehicles. Unlike the other types of events, it's possible to total your car in Road Rage, ending your run even if there's time left. Each crash you suffer damages your car, and when you get the "Damage Critical" warning on the screen, one more crash will end the event.

Crash

Crash events have gotten the biggest overhaul since the last *Burnout* game. This time each Crash Junction is tailor-made for vehicular carnage, and because of this, the goals are set much higher than before. Gone are the icons to collect during the event, replaced by a focus on precision placement of your vehicle into a target zone to cause the most damage. Here's a breakdown of how the new Crash mode works and what you'll need to do for the big payoff.

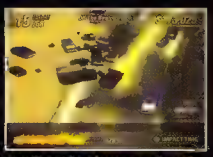


Start each Crash event by paying careful attention to the Crash Camera fly-by of the area. It usually shows you the best path to follow through the route as well as the ideal landing zone for your vehicle, and you can often see areas where you'll be able to rack up collateral damage in addition to the main flow of traffic. If you miss anything, the Crash Camera is available to replay before you start the event.

To get going, you'll need to stop the bar twice on a power meter, once at the high end and then again at the low. Getting the bar as close to the end as possible on both ends will give you a perfect start, sending you screaming off the line at top speed. Anything less and you'll drive off at a lower speed...and if you mess up the meter, your car might even explode in place, earning you the jeers of the crowd.

Once you get moving, head for the ramp or target zone. A great way to increase your score is to check vehicles in your lane and try to send them into oncoming or parked cars. This will get your score moving even before you reach the main event, and it might trigger small pockets of pile-ups as well.

Most Crash events have one or more ramps to hit. When you're airborne, use Aftertouch to direct your vehicle in midair. Check the wind indicator in the lower right corner and steer to compensate for its effects. Strong winds can move your vehicle of course—if you're having trouble controlling your direction in the air because of the wind, restart the event and pick a heavier vehicle.



Slam your car into the target zone (the area with the heaviest traffic flow). In many cases this will be a section of expressway or highway with traffic moving in both directions. Try to get wrecked cars into both lanes. This is easier with heavier vehicles than with lighter ones—often you can plow right into the side of a car and push it across multiple lanes of traffic. Use Aftertouch to steer your wreck into a good position to stop as much traffic as possible.

As vehicles slam into the pile-up you've created, your Crash-breaker meter will slowly fill. When it's full, jam on the button to detonate your car, sending nearby wrecks flying in all directions. Your car will become airborne and gain some velocity, allowing you to steer it into a new position. Use this opportunity to crash into any undamaged vehicles nearby or to move it onto a fresh lane where you can cause a secondary pile-up.

Each Crash event has a Target vehicle somewhere in the area. You can usually spot this car during the fly-by, but not always. Sometimes it will take trial and error to figure out where it's going to appear. Catching the target car in the wreckage earns you a big bonus and is often the key to scoring gold in these events.

Eliminator

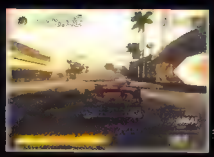
Eliminator is a race to stay out of last place. When the race begins, a 30-second timer begins counting down. When it runs out, the car in last place is eliminated and a new timer begins. Because of the constantly running timer, Eliminator events put a lot of pressure on your driving skills, making it more important than in any other event type to hit those shortcuts and not crash into anything. Unlike other races where it's always possible to pull yourself out of last place, in an Eliminator event it's very easy to wreck with the timer low, have the other racers fly past you and get eliminated before you can catch up again.

Grand Prix

The ultimate test of your driving skills, Grand Prix events are sets of three or more races. You'll earn more points for placing well in each race (6 for first place, 4 for second, 3 for third, 2 for fourth, 1 for fifth) and at the end of the last race, the driver with the most points is the overall winner. Like any race, the key to doing well is knowing the routes, the shortcuts and the obstacles.

Burning Lap

Burning Lap events are all about speed and driving accuracy. You're racing a single lap against the clock. Making use of available shortcuts and not crashing are the keys to success here. Because the goal times are set based on boost speed, you'll need to keep your finger on the boost button for as much of the run as possible. Since there are no other cars to take down, you'll need to earn boost through other means, like staying in the oncoming lanes of traffic, hitting long drifts and grabbing air from ramps whenever possible.



THE LOCATIONS

Although there are only eight locations in *Burnout Revenge*, each of them has multiple versions, making up a total of 26 different courses. This section will give you tips and strategies for each of these varied locations. Note that the tips here are based on the forward version of the routes. Shortcuts have openings on each end, so they are available whether you're running the route forward or reverse, but their position will change from left to right and vice versa. I've also included all of the Challenges for each route so you can keep an eye on your goals as you race. Completing the full Challenge Sheet for a location unlocks a special car (they're all extremely cool—check the vehicle guide for full details).

SUNSHINE KEYS

Routes: Forward, Reverse

Modeled after sunny Florida, Sunshine Keys takes place mostly on wide-open expressways and bright oceanfront streets.

Challenge Sheet

Challenge 1	Get Triple Payback
Challenge 2	Win a Race Without Crashing
Challenge 3	Do a Vertical Takedown
Challenge 4	Do 2 Revenge Takedowns in a Race
Challenge 5	Takedown Special Car in Sunshine Keys
Challenge 6	Check 100 Vehicles in Traffic Attack
Challenge 7	Blow Up 25 Vehicles
Challenge 8	High Score Target: $9,000,000

The biggest obstacles to watch for here are the planters and islands in the middle of the roads. Divided into sections, they allow for inattentive racers to drift too far to the middle of the road and slam into them.

Almost all of the shortcuts on Sunshine Keys are side routes running parallel to the main track. These are easy shortcuts with no big hazards to avoid.

Just as you hit the bridge, look for the shortcut opening in the center of the road. Drive down onto the track below, but hug one side of the wall or the other to avoid the massive support column in the center.

After passing through the shipyard, look for the ramp on the left side of the road. Hit it at an angle to shoot up and over the road, making a Vertical Takedown possible if there are opposing drivers in the area. Alternatively, you can hit the ramp straight on to use a shortcut.

MOTOR CITY

Routes: Long Forward, Long Reverse, Short Forward, Short Reverse

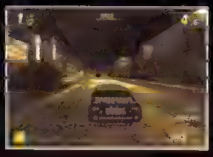
Based on Detroit, the car manufacturing capital of the U.S, Motor City is a grimy industrial route full of hazards.

Challenge Sheet

Challenge 1	Get 4-Way Payback
Challenge 2	Win a Race Without Crashing
Challenge 3	Do a Vertical Takedown
Challenge 4	Do 3 Revenge Takedowns in a Race
Challenge 5	Takedown Special Car in Motor City
Challenge 6	Check 50 Vehicles in Traffic Attack
Challenge 7	Blow Up 25 Vehicles
Challenge 8	High Score Target: $10,000,000

Watch for the shortcut leading into the parking garage—there are two huge ramps that give you serious air and a very good shot at nailing an opponent with a Vertical Takedown upon landing.

The biggest problem you'll face in Motor City is the abundance of pillars and obstacles placed haphazardly in the road. This is one of the most obstacle-strewn courses in the game, forcing you to weave between pillars and construction girders like mad just to stay in one piece. You'll want to take a few practice runs around the course just to learn where the worst sections of pillars are located.



If you drop down to the side of the expressway section of the route, you'll find yourself running a gauntlet of concrete support pillars. While this path is dangerous, it is a great place for gutsy drivers to earn easy Takedowns by bumping rivals into the pillars.

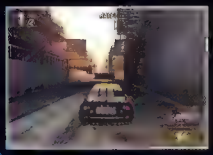
ANGEL VALLEY

Racing: Forward, Reverse

Modeled after the streets of Los Angeles, Angel Valley packs a lot of twists and turns into a relatively short route.

Challenge Sheet

Challenge 1	Get Double Payback
Challenge 2	Win a Race Without Crashing
Challenge 3	Do a Vertical Takedown
Challenge 4	Do 1 Revenge Takedown in a Race
Challenge 5	Takedown Special Car in Angel Valley
Challenge 6	Check 100 Vehicles in Traffic Attack
Challenge 7	Blow Up 35 Vehicles
Challenge 8	High Score Target: $15,000,000



Many of the shortcuts available on this route take you through alleyways running along the main road. While the shortcuts can save you time, you'll need to stick to the middle of the road to avoid the garbage bins lined along the walls. Also keep an eye on the cross traffic during the shortcuts—there's a lot of activity on the side streets and it's easy to slam into a truck crossing the alleyway.

Watch for the shortcut to the left just before the donut shop. It leads to a ramp that will send you up and over the main path of traffic, giving you a good shot at a Vertical Takedown. You'll need to steer to the right off the ramp, though—shooting straight ahead will slam you into billboards along the side of the road!

The main road through this route is wide, and there are a lot of nice, wide-open turns for you to practice drifting through. However, to master the route you'll need to spend as little time as possible on the main road, sticking to the network of alleyway shortcuts running through the area.

LONE PEAK

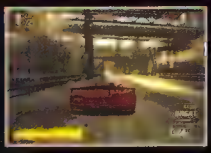
Racing: Forward, Reverse

This scenic route weaves through mountainous highway, giving you a lot of twists and turns to manage and also taking the race into some industrial areas with plenty of obstacles to send your rivals crashing into.

Challenge Sheet

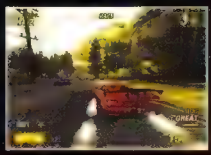
Challenge 1	Get Triple Payback
Challenge 2	Win a Race Without Crashing
Challenge 3	Do a Vertical Takedown
Challenge 4	Do 2 Revenge Takedowns in a Race
Challenge 5	Takedown Special Car in Lone Peak
Challenge 6	Check 30 Vehicles in Traffic Attack
Challenge 7	Blow Up 25 Vehicles
Challenge 8	High Score Target: $6,500,000

Most of the shortcuts on this route take you onto narrow, bumpy dirt roads. They're great for air opportunities, but tend to weave around a lot, so you'll need to be extremely careful when taking them.



The mountain road features many long turns which you can use to get massive drift bonuses. Hold your drift for as long as possible and you'll get a nice amount of Boost for the effort.

To take the safe path through the industrial area, look for the shortcut marker along the side and drive through it. You'll avoid most of the pillars and other obstacles in the middle of the road this way.



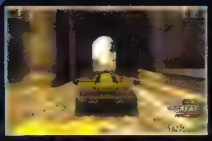
ETERNAL CITY

Routes: Long Forward, Long Reverse, Short Forward, Short Reverse

Modeled after Rome and other historic European cities, Eternal City is a race through ancient streets, through narrow archways and over marble staircases.

Challenge Sheet

Challenge 1	Get Double Payback
Challenge 2	Win a Race Without Crashing
Challenge 3	Do a Vertical Takedown
Challenge 4	Do 2 Revenge Takedowns in a Race
Challenge 5	Takedown Special Car in Eternal City
Challenge 6	Check 70 Vehicles in Traffic Attack
Challenge 7	Blow Up 15 Vehicles
Challenge 8	High Score Target: $5,000,000



Steer carefully to navigate through the double archway. Be sure to check your chosen opening for oncoming traffic before guiding your car through.

There's a lot of traffic in Eternal City. You can perform a lot of traffic check Takedowns here if you fall behind—just slam into traffic indiscriminately and some of your rivals are bound to crash into the flying vehicles!

Watch for the U-Turn on this route—you can drift all the way through it and really gain ground on any rivals who don't have good drifting skills here.

The large arch has walls on either side, and you come upon it from around a corner. It's easy to stray too far to either side and slam into one of the walls. On the other hand, it's a great opportunity to bump an opponent off course during the turn and send him into a wall.

WHITE MOUNTAIN

Tactics: Forward, Reverse

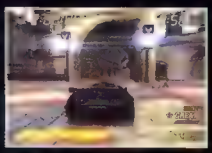
This route takes you along a two-lane highway high in the mountains, then down through a quaint European village. There's not much traffic to be found here, but the path will challenge your driving skills, especially your ability to drift through the long mountain turns.

Challenge Sheet

Challenge 1	Get Explosive Payback
Challenge 2	Win a Race Without Crashing
Challenge 3	Do a Vertical Takedown
Challenge 4	Do 1 Revenge Takedown in a Race
Challenge 5	Takedown Special Car in White Mountain
Challenge 6	Check 50 Vehicles in Traffic Attack
Challenge 7	Blow Up 20 Vehicles
Challenge 8	High Score Target: $10,000,000

The shortcuts along the road are open on one side—a false move can easily send you flying out and over open space. It's a hazard that will test your skills while running these shortcuts, but you can also use them to send rivals flying off the mountain as well.

Watch for a series of near U-Turns, one after another, on the mountain roads. Consecutive drifts—coming out of one to immediately turn in the other direction and drift through the next—will serve you well here.



In the village, the shortcut that leads into a building culminates in an insane jump over a fork in the road. You need to hit the ramp at an angle, either left or right, to avoid the building planted in the middle of the fork and land firmly back on the road on either side. This is the best opportunity for a Vertical Takedown on the route.

Near the end of the forward version of this route, the road splits into two roads, one a bridge and the other running along the side of the mountain. Both paths are extremely dangerous for drivers who like to hug the sides of the road—the sides here are lined with car-stopping concrete walls set at intervals. Whichever path you take (the mountainside route is a little easier, but also a bit longer) be sure to stay in the middle of the road.

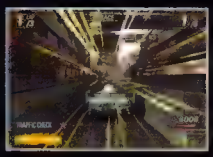
CENTRAL ROUTE

Tactics: Long Forward, Long Reverse, Short Forward, Short Reverse

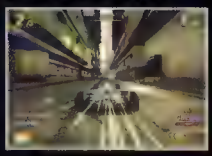
Based on Tokyo, this route takes you straight through a busy downtown section of a bustling city. Watch out for oncoming traffic—in Central Route the safe lane is on the left side, with the oncoming traffic to the right!

Challenge Sheet

Challenge 1	Get Explosive Payback
Challenge 2	Win a Race Without Crashing
Challenge 3	Do a Vertical Takedown
Challenge 4	Do 1 Revenge Takedown in a Race
Challenge 5	Takedown Special Car in Central Route
Challenge 6	Check 70 Vehicles in Traffic Attack
Challenge 7	Blow Up 22 Vehicles
Challenge 8	High Score Target: $8,000,000



It might take a bit of getting used to, but learning to stay in the safe lanes here can have a lot of benefits—there's a lot of traffic, making the oncoming lane more dangerous than in other areas. Also, the dense traffic in the safe lane lets you knock around so many vehicles that your rivals will have a hard time avoiding it all.



You'll find lots of branches in the road in Central Route, making navigation tricky. Learn a path that works well for you and stick to it each time around the course to avoid nasty surprises.

There aren't a lot of obstacles to send your opponents into, but you can find a few sets of pillars along some of the streets. Nudge unsuspecting rivals in their direction to earn Takedowns.

EASTERN BAY

Tactics: Long Forward, Long Reverse, Lower Link Forward, Lower Link Reverse, Upper Link Forward, Upper Link Reverse

The second route based on Tokyo, Eastern Bay consists of a winding tangle of expressways and tunnels. There's a lot of traffic and loads of obstacles to watch out for on this route.

Challenge Sheet

Challenge 1	Get 4-Way Payback
Challenge 2	Win a Race Without Crashing
Challenge 3	Do a Vertical Takedown
Challenge 4	Do 3 Revenge Takedowns in a Race
Challenge 5	Takedown Special Car in Eastern Bay
Challenge 6	Check 90 Vehicles in Traffic Attack
Challenge 7	Blow Up 24 Vehicles
Challenge 8	High Score Target: $6,500,000

In the tunnels, there are dividing walls set at intervals, giving you lots of opportunities to change to the other side of the road and send opponents barreling into the walls. Just be sure to avoid them yourself as you navigate the twists of the route.

CONTINUED

EASTERN BAY CONTINUED

Many sections of the expressway have open sides, letting you drop down to the section below. You can sometimes earn difficult Vertical Takedowns by literally dropping in on a rival from above in this way.

Because of the high number of obstacles and the heavy traffic, the best strategy for maintaining the lead in this route is to stay in the safe lane. You might miss opportunities to use oncoming traffic to take rivals out, but it's a small price to pay to keep yourself out of danger as well.

BURNOUT VEHICLES

And you progress through the World Tour mode, you'll earn new, better cars by completing many events. These cars come in two types—Race and Crash. Race Cars can be used in any standard event type, while Crash Vehicles are reserved for the Crash events.

Race Vehicles

You'll be able to choose from this list of vehicles (when you have them unlocked) for all of the race-type events. This includes Race, Eliminator, Road Rage, Traffic Attack and Grand Prix.

Name	Crash Vehicle Force	Weight	Top Speed (Boosted)	Unlock Method
Factory M-Type ST	1	Light	160 MPH	Available at Start of Game
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Modified M-Type ST	1	Light	165 MPH	Bronze on Rank 1 Grand Prix
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Custom M-Type ST	1	Light	170 MPH	Bronze on Rank 2 Grand Prix
Works M-Type ST	1	Light	170 MPH	Bronze on Rank 2 Eternal City Long Reverse Road Rage
Custom R170 ST	1	Super Light	170 MPH	Bronze on Rank 2 Eternal City Long Forward Race
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Prototype M-Series ST	6	Super Light	175 MPH	Bronze on Rank 3 Eastern Bay Long Reverse Eliminator
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Prototype R175 ST	1	Super Light	175 MPH	Bronze on Rank 3 Central Route Long Forward Traffic Attack
Limited R175 ST	6	Super Light	175 MPH	Bronze on Central Route Long Reverse Race
Tuned M-Type ST	1	Light	180 MPH	Bronze on Rank 4 Motor City Long Reverse Road Rage
Criterion M-Type ST	1	Light	180 MPH	Bronze on Rank 4 Grand Prix
Tuned R180 ST	1	Super Light	180 MPH	Bronze on Rank 4 Lone Peak Reverse Race
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Factory M-Type DX	1	Light	185 MPH	Bronze on Rank 5 White Mountain Reverse Road Rage
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Factory R175 DX	1	Light	185 MPH	Bronze on Rank 5 Eternal City Long Reverse Crashbreaker Race
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Custom M-Type DX	1	Light	190 MPH	Bronze on Rank 6 Eastern Bay Lower Link Reverse Traffic Attack
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Limited M-Type DX	1	Light	190 MPH	Bronze on Rank 6 Central Route Short Forward Crashbreaker Race
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Works R190 DX	1	Super Light	190 MPH	Bronze on Rank 6 Grand Prix
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Tuned M-Type DX	1	Light	195 MPH	Bronze on Rank 7 Lone Peak Forward Crashbreaker Eliminator
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Criterion M-Type DX	1	Light	195 MPH	Bronze on Rank 7 Lone Peak Forward Traffic Attack
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Prototype R195 DX	1	Super Light	195 MPH	Bronze on Rank 7 Angel Valley Forward Crashbreaker Race
Criterion R195 DX	1	Light	195 MPH	Bronze on Rank 7 Grand Prix
Factory M-Type GT	6	Light	202 MPH	Bronze on Rank 8 Eternal City Short Reverse Traffic Attack
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Modified M-Type GT	1	Light	202 MPH	Bronze on Rank 8 Eternal City Long Reverse Traffic Attack
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Factory R190 GT	1	Light	202 MPH	Bronze on Rank 8 White Mountain Forward Crashbreaker Road Rage
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Modified R202 GT	1	Super Light	202 MPH	Bronze on Rank 8 White Mountain Reverse Crashbreaker Eliminator
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Tuned M-Type GT	1	Light	205 MPH	Bronze on Rank 9 Grand Prix

CONTINUED

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Race Vehicles CONTINUED

Name	Crash Breaker Force	Weight	Top Speed (Boosted)	Unlock Method
Prototype M-Series GT	1	Light	205 MPH	Bronze on Rank 10 Motor City Long Forward Crashbreaker Road Rage
Criterion M-Type GT	1	Light	205 MPH	Bronze on Rank 9 Central Route Short Forward Crashbreaker [illegible]
Limited M-Type GT	1	Light	205 MPH	Bronze on Rank 9 Central Route Long Reverse Traffic Attack
Tuned R205 GT	1	Super Light	205 MPH	Bronze on Rank 10 Angel Valley Forward Traffic Attack
Prototype R205 GT	1	Super Light	205 MPH	Bronze on Rank 10 Lone Peak Reverse Crashbreaker Race
Criterion R205 GT	1	Light	205 MPH	Bronze on Rank 9 Eastern Bay Long Reverse Traffic Attack
Limited R205 GT	6	Light	205 MPH	Bronze on Rank 9 Central Route Short Reverse Traffic Attack
Custom Classic	1	Light	209 MPH	Complete the Sunshine Keys Challenge Sheet
Etnies Racer	2	Medium	209 MPH	Complete the Motor City Challenge Sheet
Low Rider	1	Medium	209 MPH	Complete the Angel Valley Challenge Sheet
Hot Rod	1	Light	209 MPH	Complete the Lone Peak Challenge Sheet
Retro Classic [illegible]	1	Super Light	209 MPH	Complete the Eternal City Challenge Sheet
Criterion GT Racer	1	Super Light	209 MPH	Complete the White Mountain Challenge Sheet
EA GT Racer	1	Super Light	209 MPH	Complete the Central Route Challenge Sheet
Nixon Special	1	Super Light	209 MPH	Complete the Eastern Bay Challenge Sheet
Rack Elite Racer	1	Light	209 MPH	Earn Elite Rank
Logitech World Racer	1	Light	209 MPH	Complete the Rank 10 Grand Prix
Revenge Racer	1	Super Light	240 MPH	100% of Game Complete

Crash Vehicles

You need a heavier class of vehicle for the Crash events, so you'll have a different list to select from. Experiment with different weight vehicles on the Crash events to grab the biggest score.

Name	Crash Breaker Force	Weight	Top Speed (Boosted)	Unlock Method
Stock C170 MID	4	Medium	170 MPH	Available at Start of Game
SUV C150 HVY	7	Super Heavy	150 MPH	Complete Rank 1 Crash Tour
Utility C140 HVY	8	Super Heavy	140 MPH	Complete Rank 4 Crash Tour
SUV C160 Super	8	Super Heavy	160 MPH	Complete Rank 7 Angel Valley Crash Event "Car Wars"
Compact C180 Lite	5	Medium	180 MPH	Complete Rank 2 Crash Tour
Saloon C175 MID	7	Heavy	175 MPH	Complete Rank 5 Crash Tour
Off Road C170 MID	8	Super Heavy	170 MPH	Complete Rank 6 Crash Tour
4x4 C165 MID	8	Heavy	170 MPH	Complete Rank 4 Lone Peak Crash Event "While Using a Car"
Saloon C180 Super	8	Heavy	180 MPH	Complete Rank 7 White Mountain Crash Event "Mountain the Curb"
Sport C180 LITE	8	Super Heavy	180 MPH	Complete Rank 3 Crash Tour
Sport C190 SUPER	7	Super Heavy	190 MPH	Complete Rank 9 Central Route Crash Event "Double Van Damage"
Stock C175 SUPER	6	Heavy	175 MPH	Complete Rank 10 Motor City Crash Event "Road to Rain"
Utility C150 SUPER	9	Super Heavy	150 MPH	Complete Rank 7 Angel Valley Crash Event "Hollywood Spills"
4x4 C180 SUPER	7	Heavy	180 MPH	Complete Rank 7 Crash Tour
Compact C185 SUPER	6	Medium	185 MPH	Complete Rank 8 Crash Tour
Off Road C180 SUPER	8	Super Heavy	180 MPH	Complete Rank 9 Central Route Crash Event "Street Car Set on Fire"
Classic Crasher C170	10	Medium	170 MPH	Complete the Rank 10 Crash Tour
Mobile Diner	10	Super Heavy	160 MPH	Complete Rank 9 Crash Tour
Dominator Assassin	6	Medium	160 MPH	*Burnout 3: Takedown* Save Game Data
Madden Challenge Bus	7	Super Heavy	160 MPH	Madden NFL 06 Save Game Data

SAVED GAME DATA BONUS VEHICLES

You'll be rewarded before you even start playing *Burnout Revenge* if you have saved game files from some of EA's other recent titles. After creating a profile, you'll get a message telling you that you've been awarded a new car just because you played these games in the past!

Burnout 3: Takedown

If you still have your *Burnout 3* save data on your PS2 memory card or Xbox hard drive, you'll get the Dominator Assassin, a tricked-out Crash mode ride with a massive Crashbreaker rating of 6! With its turquoise and purple flames, it's also one of the coolest looking cars in the game.

Madden NFL 06

If you've got a *Madden NFL 06* save file on your PS2 memory card or Xbox hard drive when you create your profile, you'll unlock the Madden Challenge Bus, a super heavy class Crash mode vehicle with a Crashbreaker rating of 7!

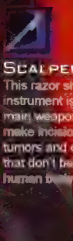
HEART SURGERY AND TUMOR REMOVAL MIGHT LOOK EASY FROM THE MORPHINE END, BUT HOW DO YOU THINK THE DOCTOR FEELS? WELL, YOU'RE ABOUT TO FIND OUT!

"...THE COOLEST THING I'VE SEEN WITH THE TOUCH-SCREEN YET..."
- GAMESPY

"...TRAUMA CENTER REALLY SHINES IN THE WAY IT MIMICS THE EXCITEMENT AND PACING OF REAL-WORLD OPERATIONS..."
-GAMESPOT

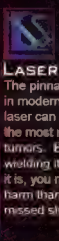
TRAUMA CENTER UNDER THE KNIFE

THE PATIENTS' LIVES ARE IN YOUR HANDS!



SCALPEL
This razor sharp instrument is the doctor's main weapon. Use it to make incisions or remove tumors and other objects that don't belong in the human body.

FORCEPS
With a steady hand and a keen eye you can extract harmful materials from your patients and pick up delicate objects like synthetic membranes.



LASER
The pinnacle of technology in modern medicine. The laser can eradicate even the most malignant of tumors. Be careful when wielding it, as powerful as it is, you might cause more harm than good with one missed stroke.

THE NINTENDO DS™ PUTS YOU ABOVE THE OPERATING TABLE WITH 10 DIFFERENT INSTRUMENTS AT YOUR SURGICAL DISPOSAL. AS DR. DEREK STILES, YOU'LL EXPERIENCE ALL THE DRAMA WE'VE COME TO EXPECT FROM THE MEDICAL FIELD. SO GO AHEAD, TOSS ON SOME SCRUBS AND STEP INTO THE O.R. —IT'S TIME TO PLAY DOCTOR.

TEEN
T
Blood
Mild Language
Mild Violence
Partial Nudity
ESRB CONTENT RATING www.esrb.org

NINTENDO DS™

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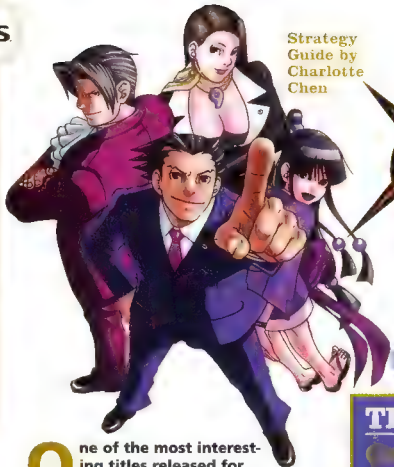


Strategy Guide by Charlotte Chen

Phoenix Wright™ Ace Attorney

One of the most interesting titles released for the Nintendo DS so far, *Phoenix Wright: Ace Attorney* places you in the shoes of a rookie defense attorney saddled with clients who look guilty but are actually innocent. There are four main episodes and a fifth bonus episode that unlocks after you beat the first four. Prior to each episode, there's a short teaser that shows the crime being committed. In the first episode, you see the actual murderer holding the murder weapon...but as the game progresses through the episodes, these teasers become much less revealing, making your clients' innocence much more difficult to prove.

TRIAL BASICS

Court Record

This is a database containing all the evidence pertaining to the current trial. When you tap on a piece of evidence, a new window with a more specific description will appear. Later on in the game, you can leaf through several pages of a file, rotate objects and even watch a surveillance video.

Cross Examination

After hearing the testimony of a witness, Phoenix can cross-examine it, picking out the parts of the testimony that are questionable. There are two buttons on the Touch Screen: "Press" or "Present." When you choose "Press," you lean on the witness and try to make him/her talk more. When you choose "Present," you shout out "Objection!" and show a piece of evidence that directly contradicts a specific part of the testimony. You'll notice also that five exclamation points will appear in the upper right corner. Every time Phoenix makes a wrong move, one of those exclamation points will disappear. When they're all gone, it's "game over!" In the following pages, I'll show you which parts of each testimony to "Press" and which pieces of evidence to "Present," and when.

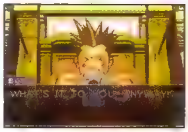
EPISODE 1: THE FIRST TURNABOUT

Before the first trial begins, the Judge gives you a simple quiz. It teaches you the basics.

Q. Please state the name of the defendant in this case.
A. Larry Butz.

Q. This is a murder trial. Tell me, what's the victim's name?
A. Look in the Court Record at Cindy's Autopsy Report. The victim's name is Cindy Stone.

Q. She died because she was...?
A. Her cause of death is also in Cindy's Autopsy Report. Choose "Hit with a blunt object." When Payne questions Larry, you're given the opportunity to intervene. No matter what you do, Larry will cram his foot in his mouth, big-time.



WITNESS: MR. FRANK SAHWIT

1. First Testimony: "Witness's Account"
   - *"I remember the time exactly: It was 1:00 PM."* (Present: Cindy's Autopsy Report)
2. Second Testimony: "The Time of Discovery"
   - *"I guess the victim must have been watching a video of a taped program."* (Present: Blackout Record)
3. Third Testimony: "Hearing the Time"
   - *"Yeah, the murder weapon! The killer used it to hit the victim!"* (Present: Statue)

After learning "The Thinker" is a clock, a series of events occurs where Phoenix has to make several choices. Choose "Yes," "Went into the apartment," "Try sounding the clock" and "Yes." When the Judge asks for evidence, present the Passport. After the trial is over, Mia will ask you to show Larry something to prove that Cindy didn't just think he was some chump. Show him the Statue.

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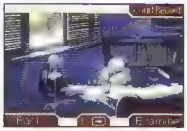
EPISODE 2: TURNABOUT SISTERS

Now episodes are divided into "Investigation" and "Court" phases. During the Investigation Phase you can move between locations, examine them and also talk to people outside of the courtroom. I've listed locations in the order you should visit them.

Investigation Phase 1



a. Fey & Co. Law Offices: Move into the office. Examine Mia's body and the piece of paper she drops afterwards. Scan to the right side of the room and look at the phone. Move back to the lobby. Talk to Maya, the girl who fainted earlier. Show her the Receipt with her name written on it in blood.

b. Detention Center: While talking to Maya, choose "It's up to you." When she asks you to find the famous lawyer, choose "Accept."

c. Grossberg Law Offices: Snoop around for a while, looking at all the ostentatious decorations.

d. Fey & Co. Law Offices: The police officer's name is "Detective Gumshoe." Talk to him and when he questions you about Edgeworth, choose "Of course I do." When you're done talking, present Maya's Memo. Choose, "Tell him not-so-straight."

e. Gatewater Hotel: Try to examine the screwdriver when Miss May leaves the room. After she hurries back, try to talk to her.

f. Grossberg Law Offices: Marvin Grossberg will return, so try talking to him about Maya's situation.

g. Detention Center: Talk to Maya some more. When time runs out, choose to "Defend Maya." Tell her it's because "I can't abandon you."

h. Gatewater Hotel: The Bellboy appears and tells you that a Mr. White phoned for Miss May. Examine the drawer with the screwdriver again.

Court Phase 1

Witness: Detective Gumshoe

1. First Testimony: "Maya Fey's Arrest"

• *"Why? We had a witness account describing her!"* (Press)

2. Second Testimony: "Hard Evidence"

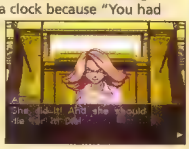
• *"Before she died, the victim wrote the killer's name!"* (Present: Mia's Autopsy Report)

Edgeworth objects and asks when Phoenix received the autopsy report. Tell him "The day after the murder." When he asks Phoenix if he has something to say, choose "You're a sham, Edgeworth!"

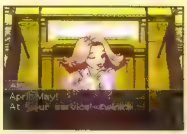
2. Second Testimony: "Witness's Account"

• *"That...that clock! Um...the kinda statue-y clock? 'The Thinker,' I think?"* (Present: Statue)

Tell the Judge you aren't satisfied because "It couldn't have rung" since "It's empty." When Edgeworth demands proof, present Maya's Cell Phone. When the Judge asks if you have any objections to Miss May's claim that she saw the clock before in a store, say "Yes" and present the Statue again. Next, tell Miss May she knew it was a clock because "You had heard about it." Present Maya's Cell Phone again. Next, show the Wiretap. Select "Why the wiretap?" for your final blow. After Miss May claims she wasn't at the crime scene, choose "Call the bellboy as a witness." Accept Edgeworth's condition to continue.



Witness: Miss April May



The Judge appears enamored of the witness. When he asks if you'll cross-examine her, choose "Yes, I'm doing it."

1. First Testimony: "Witness's Account"

• *"The one attacking her was the mousey girl sitting in the defendant's chair!"* (Press)

After you "Press" her, choose "I question the testimony" and "You're lying."

Witness: Bellboy

1. First Testimony: "Miss May's Room Service"

Press him twice, on every part of his testimony. Choose "Protest" and then ask the Bellboy about "Room Service."

Investigation Phase 2

a. Detention Center: Talk to Miss May.

b. Grossberg Law Offices: Examine the desk and take the photo marked DL-6 Incident—Exhibit B.

c. Detention Center: Present the man's photo to Miss May.

d. Gatewater Hotel: Talk to the Bellboy and have him give you the "Bellboy's Affidavit."

e. Detention Center: Present the Bellboy's Affidavit to Miss May and "Push her hard."

f. Bluecorp: Talk to Mr. White, then mention the painting and remark, "I've seen it before."

g. Grossberg Law Offices: Talk to Mr. Grossberg and when Phoenix says something's been bothering him, choose, "That big painting." Next, pick, "He's blackmailing you."

h. Fey & Co. Law Offices: Examine all of Mia's files, one by one. When given the options to read or skim, do it. Phoenix will get the "Newspaper Clipping."

i. Bluecorp: Present the Newspaper Clipping to Mr. White. Choose, "You blackmailed him" and "You're right."

j. Detention Center: Maya's here to cheer you up. Choose anything you like.

Court Phase 2

Don't bother with raising an objection in the beginning.

Witness: Redd White

1. First Testimony: "Witness's Account"
• *"The victim, she...she ran away, but you gave chase!"* (Press)
• *"The victim ran to the left, and you gave chase!"* (Present: May Testimony)

When the Judge asks you to explain the contradiction, choose "Both are right." Show the court that Mr. White was standing where the killer was standing.

2. Second Testimony: "She Ran to the Left"
• *"You chased her, and delivered the final blow."* (Present: Mia's Autopsy Report)

3. Third Testimony: "The Two Accounts"
• *"Umm, well, see—I looked at the other window when I heard that thing fall."* (Press)

When Maya asks if you find that odd, choose, "Yeah, very odd."
• *"A light stand was lying on the floor when I looked."* (Present: Glass Shards)

After Mr. White sweats a bit, choose "Big problemo" and then present the Floor Plans.

4. Fourth Testimony: "The Wiretapping"

Just press everything, then go through again without pressing until it appears that Phoenix is giving up. He'll see something that makes him faint. When the court reconvenes, you'll have the Receipt added to the Court Record.

• *"That is when I saw this glass light stand."* (Present: Receipt)

Edgeworth will request an extension. Object, then read Mia's Memo to the court.

EPISODE 3: TURNABOUT SAMURAI

Investigation Phase 1

a. Detention Center: Talk to Will Powers about the murder.
b. Studio-Main Gate: Talk to Mrs. Oldbag about the murder.
c. Detention Center: Ask Will Powers to give you a letter of request.
d. Studio-Main Gate: Present Powers' Request to Mrs. Oldbag.
e. Outside Studio One: Talk to Detective Gumshoe to get Jack's Autopsy Report. Examine the camera to see its number plate is ST1-307

f. Studio-Main Gate: Talk to Mrs. Oldbag again.
g. Employee Area: Examine the left side of the room to look at the consumed T-bone steaks and the broken grate.
h. Dressing Room: Examine the briefcase to get a Studio One Cardkey.

i. Outside Studio One: Examine the path leading to Studio One and Maya will use the Cardkey.
j. Inside Studio One: Examine everything in the room. After you look at the camera, Penny will appear. Talk to her.

k. Studio-Main Gate: Talk to Mrs. Oldbag again. When she leaves, examine the computer. Select camera ST1-307.

Court Phase 1

Witness: Wendy Oldbag

1. First Testimony: "Witness's Account"
• *"It was Powers! That man right there, and he was heading toward the studio."* (Present: Powers's Photo)

2. Second Testimony: "The Man in the Photo"
• *"He broke one of the props, it was a big mess."* (Press)

Keep pressing until the Judge seems to want to wrap things up, then object.

3. Third Testimony: "Witness's Account, cont.—"
• *"The only person I saw go to the studio before then was Will Powers!"* (Present: Powers's Photo)

4. Fourth Testimony: "The Other Person"
• *"Come to think of it, now I remember throwing out one photo that day!"* (Press)

When you get back to the courtroom after the recess, accuse Wendy Oldbag. When Edgeworth doesn't object, make Phoenix "Press further." In desperation, she'll accuse the grade schooler. When asked for proof that the little boy wasn't the killer, present Powers's Photo or the Samurai Spear.

5. Fifth Testimony: "My Lips Were Sealed"
• *"There were...some other people at the studio that day."* (Press)

After Phoenix says he's run out of questions, take a break.

Investigation Phase 2

a. Outside Studio Two: Examine everything in the area before moving on.
b. Employee Area: Examine the drain and rip off the grate.
c. Studio-Main Gate: Talk to Penny.
d. Dressing Room: Talk to the director, Sal Manella.
e. Outside Studio Two: Nick and Maya will hear a crash coming from the trailer.

f. Studio-Main Gate: Talk to Wendy Oldbag.

g. Employee Area: Talk to Cody Hackins. When he dashes off, you'll get the Empty Bottle.
h. Studio-Main Gate: Wendy Oldbag is off chasing Cody. Examine the computer again to get the Trailer Key.
i. Outside Studio Two: Examine the trailer door and Phoenix will open it.
j. Trailer: Speak to Dee Vasquez. She'll give you Vasquez's Memo.

k. Dressing Room: Present Vasquez's Memo to Sal Manella.
l. Inside Studio One: Examine the director's chair to get the Script.
m. Trailer: Present the Script to Dee Vasquez. She's willing to talk to you now. Eventually you'll get Mr. Monkey's Head.

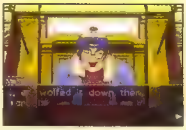
n. Wright & Co. Law Offices: Maya is channeling Mia's spirit again. She'll give you a hint.
o. Studio-Main Gate: Talk to Wendy Oldbag. She won't give you her hostage unless you trade. Give her the Studio One Cardkey and she'll give you the Steel Samurai Card.

p. Dressing Room: Talk to Cody and present the Steel Samurai Card to him.
q. Trailer: Talk to Penny and present the Steel Samurai Card to her. Trade with her to get the URP Card.
r. Dressing Room: Present the URP Card to Cody. Now you can talk to him. Tell him you like the Steel Samurai because of his fighting skills. He'll give you his photo album, "Path to Glory." When Mia asks, tell her you believe Will Powers is innocent.

Court Phase 2

Witness: Sal Manella

1. First Testimony: "The Day of the Murder"
• *"But I had a meeting in the Studio Two trailer, so I ended up skipping lunch."* (Press)
When Mia asks if you find his answer strange, say, "It's contradictory."
• *"During the meeting, well, I'm pretty sure no one left their chairs."* (Press)
After Phoenix ponders, choose, "Press harder."
2. Second Testimony: "The Break"
• *"Yeah, FWIW, we took a break...ROFL!"* (Press)
• *"But it was only 15 minutes! 15! That's only 13 in Base 12!"* (Press)
• *"Not enough time for someone to, say, commit murder in Studio One! LOL!"* (Press)
When the Judge asks, say, "No, it's impossible."



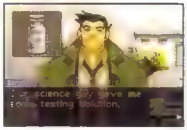
Witness: Cody Hackins

1. First Testimony: "Witness's Account"
• *"If I had my camera with me, that would have been the time for a shot, I tell you."* (Present: Cody's Camera)
2. Second Testimony: "What I saw"
• *"The bad guy...stopped moving."* (Press)

When Phoenix ponders, choose "Press him harder." The Judge will question you, so choose "Show evidence" and present Cody's Camera again.
3. Third Testimony: "No Photo?"
• *"The Steel Samurai had just escaped from the clutches of the villain."* (Press)
• *"But the lens wouldn't open in time so I missed it."* (Press)
• *"Th-that's all that happened. Yup."* (Press)
Phoenix ponders again, so choose "Press him hard."
• *"I took a few shots, but it was too late, so I erased them."* (Present: "Path to Glory")
When the Judge asks you why the photos were erased, say, "The Steel Samurai didn't win." When Edgeworth asks you what this is all about, say, "Steel Samurai was the victim." Cody will give you another photograph. When the Judge asks you to show the inconsistency, place the examination cursor on the pillar that shows the lower-half of the number "2". The Judge is still clueless, so you need to show where the murder took place on the Guide Map. Place the cursor in Studio 2 and present it. Tell the Judge this is significant because, "The trailer is there." When Edgeworth demands proof, say "I have proof" and present the Empty Bottle. Tell the Judge to dust the bottle for prints.

Investigation Phase 3

a. Studio-Main Gate: Talk to Wendy Oldbag again.
b. Employee Area: Talk to Detective Gumshoe. You'll get the Steak Plate and the Sleeping Pill Bottle.
c. Outside Studio Two: Talk to Dee Vasquez.
d. Detention Center: Talk to Will Powers.
e. Dressing Room: Talk to Penny. When you have a chance to show evidence, present the "Path to Glory."



f. Studio-Main Gate: Talk to Wendy Oldbag about the incident five years ago. She gets angry and demands some proof. Say you have it, and present the Sleeping Pill Bottle. Next, present the Steak Plate. Eventually she'll give you the Five-Year-Old Photo.

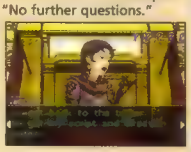
g. Outside Studio Two: Present the Five-Year-Old Photo to Dee Vasquez.
h. Trailer: When you get inside, Dee Vasquez will tell you more about the photo.

Court Phase 3

Witness: Dee Vasquez

1. First Testimony: "The Day of the Murder"
• *"Sal and I ate t-bone steaks on the table in front of the trailer."* (Present: Steak Plate)
Phoenix starts pointing fingers again, so choose, "You didn't eat the steak." The Judge asks what she was doing, so say, "Meeting the Steel Samurai." Dee Vasquez challenges you to a battle of wits. Choose, "You couldn't, could you?" When the Judge asks for proof, present the Samurai Spear. The Judge challenges you to show the real murder weapon, so say, "I can tell you" and then present the Five-Year Old Photo. When Dee Vasquez says she couldn't have moved the body, say, "She had another way" and present the Van. Edgeworth objects, so choose, "Of course he was." Dee Vasquez is about to get off the stand, so say, "No further questions."

2. Second Testimony: "After Finding the Body"
• *"I went back to the trailer to get my script and direction notes."* (Press, then Press harder)
• *"I knew that Hammer was injured and couldn't do any action scenes, so I left them behind."* (Present: Powers's Photo)
Tell Dee Vasquez that "You saw Hammer limping." Tell the Judge, "Of course I can prove it." Present the Five-Year-Old Photo. Next, tell the Judge, "She had no motive." Will Powers asks you why Jack Hammer was so angry. Choose "Show evidence" and present "Path to Glory."



EPISODE 4: TURNABOUT GOODBYES

Investigation Phase 1

a. Detention Center: Talk to Edgeworth. Present your Attorney's Badge to him.
b. Gourd Lake Entrance: Talk to Detective Gumshoe. Ask him about the autopsy report.
c. Gourd Lake Public Beach: Examine the bench to get the Popper.
d. Gourd Lake Woods: Scan to the left and examine the camera. Present your Attorney's Badge to the woman. Talk to her and you'll get Lotta's Camera. Present it to her.
e. Criminal Affairs Dept.: Talk to Detective Gumshoe to get the Autopsy Report.

f. Gourd Lake Woods: Lotta Hart has found a photograph. She also "remembers" just now that she witnessed the murder. Tell her, "I reckon so." You'll get the Lake Photo.
g. Gourd Lake Public Beach: Talk to Larry. He'll give you the Gourdy Article.
h. Criminal Affairs Dept.: Detective Gumshoe is in questioning. Examine the room (make sure to check out the stuffed animal near the captain).
i. Detention Center: Talk to Edgeworth again.
j. Wright & Co. Law Offices: Talk to Maya.
k. Grossberg Law Offices: Talk to Grossberg. Present the Autopsy Report to him. Talk to him again. He'll give you Misty Fey's Photo.

l. Detention Center: Present Misty Fey's Photo to Edgeworth. Talk to him. Present the Lake Photo. When he asks if you'll represent him, say, "Of course we will." He'll give you Edgeworth's Request.
m. Criminal Affairs Dept.: Talk to Detective Gumshoe, then present Edgeworth's Request to him.

Court Phase 1

Witness: Detective Gumshoe

1. First Testimony: "The Arrest of Edgeworth"
• *"A man called into the station around 30 minutes after midnight."* (Press)
• *"But...the next morning, a body was found in the lake."* (Press)
• *"So we had to arrest Mr. Edgeworth."* (Press)
• *"The murder weapon we found in the boat was decisive evidence."* (Press)
During the recess, tell Maya, "No, I need you here."

Witness: Ms. Lotta Hart

Before you get a chance to start your cross-examination, von Karma will challenge you. Say, "I think there was."
1. First Testimony: "Witness's Account"
Press everything. After Maya's outburst, choose "Wrong."
2. Second Testimony: "That Last Statement"
• *"I saw it clear as day. The man on the boat was Mr. Edgeworth."* (Present: Lake Photo)
3. Third Testimony: "How Edgeworth Was Seen"
• *"Still, I brought my binoculars with me."* (Press, then Press further)
• *"The camera was set up to take pictures of a meteor shower."* (Present: Lotta's Camera)
When the Judge asks you what Lotta was photographing, choose, "Show evidence" and present the Gourdy Article. When Lotta demands proof, say "I have proof" and then present Lotta's Camera again.
4. Fourth Testimony: "Lotta's New Testimony"
• *"There wasn't much else to look at, so I just watched that boat the whole time."* (Present: Gourdy Article)
After she admits her lies, choose "Make her show the enlargement." When the Judge gets set to wrap things up, "Object to the enlargement," place the cursor on the hand in the picture holding the gun and present it, then present the Pistol. Von Karma challenges you to finger someone else. Say, "the victim himself."

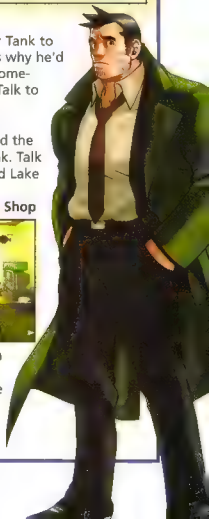
Investigation Phase 2

a. Detention Center: Talk to Maya.
b. Gourd Lake Woods: Talk to Detective Gumshoe. He'll give you a clue about Edgeworth.
c. Detention Center: Talk to Maya again.
d. Wright & Co. Law Offices: Maya is free, so you can ask her for guidance if you like.
e. Gourd Lake Entrance: Talk to Lotta Hart. Make a deal with her.

f. Gourd Lake Public Beach: Larry is back, with some new decorations for the Samurai Dog stand. Examine the area, and present the Gourdy Article to Larry.
g. Gourd Lake Woods: Talk to Lotta Hart a bit more.
h. Criminal Affairs Dept.: Talk to Detective Gumshoe. He'll offer you three secret weapons. It's tempting to take Missile, but he'll just eat all of Larry's hot dogs. Instead, take the metal detector.

i. Boat Rental Shop: The metal detector will activate automatically when you enter this area. You'll get the Air Tank.
j. Gourd Lake Public Beach: Present the Air Tank to Larry. Ask him, "Is it yours?" When he asks why he'd have something like that, say "To inflate something," then "Ask more about the tank." Talk to him about it some more.
k. Gourd Lake Woods: Talk to Lotta about Gourdy. Tell her "Gourdy doesn't exist" and the proof "Is here," then show her the Air Tank. Talk to her again and she'll give you the Second Lake Photo.

l. Caretaker's Shack (go to the Boat Rental Shop first): Talk to "Uncle." Examine the parrot. Talk to him again. Present your Attorney's Badge. Promise to run the Wet Noodle after the case. Present the Lake Photo. Now you can talk to him about what he saw.
m. Criminal Affairs Dept.: Talk to Detective Gumshoe. Present the Parrot to him.
n. Records Room: Maya will go fetch files for you when you talk to her.



Court Phase 2

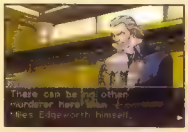
Witness: "Uncle"

1. First Testimony: "The Night of the Murder"
• *"Just about then the boat comes back to shore, and a man walks by my window."* (Press)
• *"That man was the defendant...he was saying 'I can't believe he's dead.'"* (Press)
After "Uncle" faints away, keep on raising objections. Don't worry that it seems like you've lost.

Witness: Larry Butz

1. First Testimony: "The Night of the Murder"
• *"So after I heard that single gunshot I went home."* (Present: Lotta's Deposition)
Make Larry continue his testimony.

2. Second Testimony: "What Larry Heard"
• *"I remember exactly what the DJ was saying when I heard it, too."* (Press)
Tell the Judge, "We should care."
• *"Just when she said 'Hey! It's almost Christmas!' I heard the gunshot."* (Present: Lake Photo)
Tell the Judge, "Larry's right."
Present the Second Lake Photo.
When the Judge challenges you, present the Pistol. Von Karma asks you if you're mad and demands you explain who is on the boat. Say, "Edgeworth and the murderer." Tell the Judge you don't know the murderer's name. When the Judge asks you to show where the murder actually took place, put the cursor on the Caretaker's Shack and present it. Tell the Judge that "The boat shop caretaker" fired the pistol on the boat. Tell von Karma he fired twice, "To create a witness."



Investigation Phase 3

a. Wright & Co. Law Offices: Talk to Larry.
b. Caretaker's Shack: Examine the green safe on the television. You'll get the Letter from the Safe.
c. Detention Center: Talk to Edgeworth. Present the Letter from the Safe to him. Talk to him again.

d. Grossberg Law Offices: Talk to Grossberg. Present the Letter from the Safe to him. When Grossberg asks if you have any idea who wrote this, say "Manfred von Karma." Talk to Grossberg again.
e. Records Room: Examine the open drawer. Talk to von Karma. Present the Letter from the Safe to him.

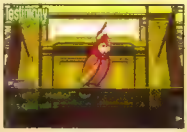
Court Phase 3

Witness: "Uncle"

1. First Testimony: "Why I Left Court"
• *"I figured I got nothing to do with this incident anyhow."* (Press)
• *"Er...I mean, I'd need one of those "motive" things, right? And I don't got one."* (Press)
Tell the Judge the witness's name is Yanni Yogi. Tell von Karma, "Yes, I'm doing it."

Witness: Parrot

1. First Testimony: "Who Is Your Owner?"
• *"Hello! Hello! • squawk• "* (Press—keep doing this)
Make Maya ask the bird, "What's the safe number?" Tell the Judge, "Actually, it does." Present the DL-6 Case File to prove the number is relevant to this trial. Tell the Judge it's in the "Case Summary." Next have Maya ask, "What's your name?" Tell the Judge, "Of course." Present the DL-6 Case File again. Tell him the information is in the "Suspect Data." After Edgeworth's outburst, raise an objection.



Witness: Miles Edgeworth

1. First Testimony: "The DL-6 Incident"
• *"A moment later, there was a single gunshot, then a scream."* (Present: DL-6 Incident Photo)
Point out the bullet hole in the elevator door. When von Karma asks you if you have proof of when the bullet hole was made, say "Yes" and present the DL-6 Case File. Say the page appears in the "Victim Data" section. Tell the Judge, "I have an objection," "The murderer didn't need it," choose "Say it now" and then "Show evidence." Present the Metal Detector. Last, present the DL-6 Bullet.

EPILOGUE 1

Maya's leaving on the train, but you have evidence that will help her feel better. Show her the DL-6 Bullet. The end credits will start to roll, and it seems like the game's over. Until you hear another "Hold it!" and a completely new episode appears!

EPISODE 5: RISE FROM THE ASHES

Investigation Phase 1

a. Wright & Co. Law Offices: Talk to Ema.
b. Detention Center: Talk to Lana.
c. Underground Parking Lot: Examine the wallet by the door. When you pick it up, Ema will get excited and show you a new feature that's been added to the examination screen. There are now dials to rotate objects, allowing you to look at them on all sides. Place the cursor on the clasp to open the wallet and get Goodman's ID. Scan to the right of the room and try to examine the car. Marshall stops you, then you get to talk to Angel Starr.

d. High Prosecutor's Office: Talk to Edgeworth. Examine the trophy on his sofa. After it gets added to the Court Record, present it to him, then talk again.
e. Police Dept. Entrance: Talk to Detective Gumshoe. Present Bruce Goodman's ID, Edgeworth's knife and the Prosecutor Trophy. Talk to him again. Examine the Blue Badger. You'll get the Letter of Introduction.
f. Underground Parking Lot: Present the Letter of Introduction to Jake Marshall and talk to him. He gives you the Autopsy Report. Examine the right side of the parking lot and look at the trunk of the car to find Goodman's Note. Next, look at the yellow object on the floor near the car. Turn it so you can see the blue button on the side and flip it open. Talk to Jake again.

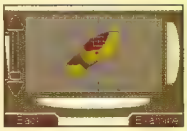
Court Phase 1

Witness: Angel Starr

1. First Testimony: "Witness's Account"
• *"Somehow, I knew a day like this would come."* (Press)
• *"I was on my way to deliver a lunchbox to my boyfriend..."* (Press)
• *"Then, through a wire fence, I saw the chief prosecutor standing next to a garish car."* (Press)
• *"The chief prosecutor was holding a knife in her right hand..."* (Present: Crime Photo)

Raise an objection before continuing.
• *"The murder was planned! The rubber gloves prove it!"* (Present: Edgeworth's Knife)
2. Second Testimony: "Angel's Deduction"
• *"Nothing else could drive that human machine to plunge the knife in again and again..."* (Present: Autopsy Report)
• *"Her red muffler looked like blood to me...that's how ghastly the whole scene was."* (Present: Crime Photo)
3. Third Testimony: "Apprehending the Suspect"
• *"I quickly caught her, explained her rights to her, and arrested her on the spot."* (Press, then Press her again)
• *"When I arrested her, she mentioned the muffler!"* (Press, then Ask further)
• *"She gave up trying to use the phone on the wall and just used her cell phone!"* (Present: Parking Lot Floor Plans)
Tell the court that the witness lied about "Where she saw it." Show the Judge that Angel was in the security room when she witnessed the crime. Say the vital difference her lie made was how it changed the "Distance to the crime." Raise an objection.

4. Fourth Testimony: "Decisive Evidence"
When you get a chance, look at the Court Record and examine the bottom of the shoe to find a huge splotch of blood.



• *"This shoe proves it! It's flawless, decisive evidence!"* (Press)
Say that "There's a problem" with the shoe. Rotate the shoe and place the cursor on the blood on the sole and present it. Next, present the Crime Photo. Angel pulls a new photo out. Place the cursor on the car's exhaust pipe and present it. Next, present the Cell Phone.

Witness: Damon Gant

Rotate the switchblade and look at the tag. Next, examine the switch on the side to eject the blade.

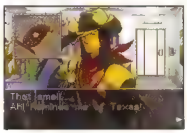
1. First Testimony: "Department in Disorder"
• *"Unless there's evidence to prove a connection between this knife and Goodman..."* (Present: Victim's Note)
• *"A detective was killed at the Police Department, see...what a mess!"* (Press)
Make Damon tell you "Where the victim was found."
• *"It's not officially linked to this here case, so I can't talk much about it."* (Press)
• *"I'll cooperate, but I can't reveal the name of the victim at the Department, okay?"* (Press)
Make Damon tell you the "victim's ID number." Phoenix realizes, "This tells me something!" Next, present Goodman's ID.

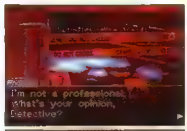
Investigation Phase 2

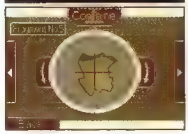
a. Wright & Co. Law Offices: Talk to Ema.
b. Underground Parking Lot: Now you can use luminol testing fluid to spray crime scenes to reveal washed-away bloodstains. Spray near the trunk of the car until a blue cursor appears around the stain. The strange thing is "The amount of blood." Talk to Angel when she appears. Present the Crime Photo and the Victim's Note to her and talk again. She'll give you the Steak Lunch.

c. Police Dept. Entrance → Security Guard Office: Examine the room and spray luminol fluid on the top of the cactus.
d. Police Dept. Entrance: Go back here and Gumshoe will show up to get you up to speed.
e. Detention Center: Talk to Officer Meekins. Present Bruce Goodman's ID to him and talk to him again.

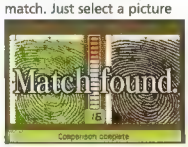
f. Criminal Affairs Dept.: Talk to Gant. Next, examine the police officer sitting in the center desk to get Goodman's Lost Item report. Talk to Gant again.
g. Security Guard Office: Examine the card reader by the door. Present the Steak Lunch to Marshall to make him talk to you. Present Goodman's ID to get the ID Card Record.
h. Evidence Room: Talk to Gumshoe and present the ID Card Record to him. Next, present the Victim's Note and talk to him again. Spray the room with luminol fluid. There's blood on the locker with the white cloth sticking out, on the locker with the bloody handprint and beyond the yellow police tape. Examine the room. Look at the white cloth sticking out of the locker on the left side. On the right side, examine the bloody handprint on the locker, the white glove on the yellow police tape, the open locker and the shards underneath the open locker. When given the option, look at the shards closer. Now you can reassemble it like a jigsaw puzzle. Rotate the pieces so they fit in the gaps and press "Combine" to join them. You'll get the Unstable Jar. Check the Unstable Jar more closely and rotate it so you can examine the blood on it.







i. High Prosecutor's Office: Talk to Edgeworth. Present the ID Card Record and the Victim's Note to him and talk to him again. He'll give you the Fingerprinting Set.
j. Evidence Room: Choose to examine the index finger and Ema will teach you how to use the Fingerprinting Set. Spread the powder across the entire screen using the stylus, then blow into the microphone port on the DS. Next examine one of the fingerprints outside the bloody handprint and repeat the process. Now you can use the Fingerprints File to find a match. Just select a picture and the center of their fingerprints will appear. It's easy to tell which prints match. Choose Detective Gumshoe and compare. Examine the locker with the white cloth sticking out and check for prints. Some of the prints are wiped, but you can estimate the location of the index finger. Move the cursor around until you get the option to examine it. Dust it and compare the print to Jake Marshall's file.



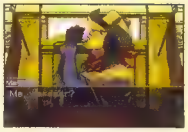
Court Phase 2

Witness: Officer Mike Meekins

1. First Testimony: "Crime Report, Sir!"
Press Meekins on every segment of his testimony. The Security Video will be added to the Court Record.

2. Second Testimony: "Mystery Man"
• *"So it must be him! No one else could have unlocked it!"* (Press)
Tell the court, "There is a problem." The Security Video will play again, but this time you can control it. When it pans to the locker being opened, pause it, put the cursor on the green indicator light over the locker, and present it. Edgeworth demands proof the sensor wasn't working. Watch the video until the object falls out of Goodman's locker. Place the cursor on it and present it. Next, present the Rubber Glove.
3. Third Testimony: "Mystery Man (2)"
• *"At the time of the crime, the detective had used his card!"* (Present: Goodman's Lost Item Report)
Raise an objection before the Judge can end the trial. Present Jake Marshall's profile to the court.

Witness: Officer Jake Marshall



1. First Testimony: "Day of the Crime"
• *"I'm just an innocent travelin' man, so if you're out of ammo it's time I hit the trail."* (Present: Marshall's Prints)
2. Second Testimony: "Bloodstained Fingerprints"
Press everything until Marshall says:
• *"Too bad it wasn't me in that video, right, pardner?"* (Press)
Tell the judge you'd like to show evidence. While watching the Security Video, fast forward to the part with the white cloth sticking out of Marshall's locker and present it. Marshall demands proof, so present the Evidence Locker. Next, show the Judge that Marshall was standing where the victim was standing in the evidence room. You have to watch the video again. This time, pause it when you see the bloodstains appear on the coat of the man with the knife. Place the cursor on the blood and present it.

3. Third Testimony: "Marshall's Confession"
Press everything.
Ema Skye will rush in before a verdict can be announced. When looking at the Evidence Room Floor Plans, say, "I object!" Present the Blue Badger and then the ID Card Record.

Investigation Phase 3

a. Wright & Co. Law Offices: Talk to Ema.
b. Detention Center: Talk to Lana.
c. Criminal Affairs Dept.: Check around and then leave.
d. Police Dept. Entrance.: Talk to Jake.
e. Criminal Affairs Dept.: One of the policemen will tell you where to find the office.
f. Chief's Office: Damon Gant will show up and kick you out.
g. Criminal Affairs Dept.: Detective Gumshoe is back. Talk to him and present the Switchblade Knife. Talk to him again.
h. High Prosecutor's Office: Talk to Edgeworth. You'll get an Evidence List. Check the back of it to find a strange drawing. Present the Team Gant Photo and talk to him again. Examine the crumpled-up piece of paper on the floor.
i. Underground Parking Lot: Talk to Angel.
j. Criminal Affairs Dept.: Present Edgeworth's Letter of Resignation to Detective Gumshoe. He'll give you his ID card.
k. Chief's Office: Spray luminol fluid on the floor next to the window on the left side of the room. Talk to Ema and Gumshoe. Examine the right side of the room Look at the suit of armor, the desk and the safe. Look at the back of the Evidence List. Input the number "7777777" into the safe. Examine the safe again. Present the Unstable Jar to Gumshoe. Place the last shard in the gap. Present the Fingerprinting Set to Gumshoe. Check the leather cloth for fingerprints. Compare it to Ema Skye.

l. Detention Center: Talk to Lana and tell her you think she's afraid of Damon Gant. Present the Unstable Jar to her.

Court Phase 3

Witness: Ema Skye

1. First Testimony: "Two Years Ago"
• *"...but I'll never forget what I saw that instant!"* (Press)
Choose to "Hear more" when given the choice, and "Ask about the picture."
• *"I drew a picture of that scene once...but it seems to have been lost."* (Present: Evidence List)
2. Second Testimony: "Ema's Picture"
• *"This picture shows exactly what I saw that instant!"* (Present: Neil's Autopsy Report)
Show the contradiction in the picture by placing the cursor on the knife blade. Tell the Judge, "There is another one". Present the Gant Team Picture.
3. Third Testimony: "Ema's Recollection"
• *"He wasn't in the room, but I'm sure I saw his shadow!"* (Press)
Tell Edgeworth, "I just might know..." and present the Unstable Jar. Rotate the jar around until it looks like the Blue Badger's head. Tilt it so the top is facing down and the bottom forms the middle crown of the badger's head and the handles make the side ones. Say this makes a difference in "The location." Next, tell the Judge the name, "is in the evidence." Present the Unstable Jar. Connect the bloody dots so they form the name "Ema."

Court Phase 4

Call Damon Gant to the stand.

Witness: Damon Gant

1. First Testimony: "SL-9 Incident"
• *"As you can see, I had nothing to do with the 'forgery.'"* (Present: Unstable Jar)
2. Second Testimony: "Evidence & Forgery"
• *"Rearranging the crime scene wouldn't help me out in any way."* (Press)
• *"I wouldn't be anyone's 'accomplice' if there was nothing in it for me."* (Press)
Next, "point out accomplice" and present Lana Skye. Present the ID Card Record. Present Goodman's Lost Item Report. Finally, present the Screwdriver. When the Judge challenges you, choose "I have no proof yet." Next, call Lana Skye to the stand.

Witness: Lana Skye

1. First Testimony: "Gant & The Fabrication"
• *"When I found Prosecutor Marshall's body, I rearranged the crime scene."* (Press)
• *"I broke off the tip of Darke's knife, planted it inside the wound, then moved the body."* (Press)
Ask Lana, "Why did you move the body?"
• *"The pieces of the jar that shattered during the events threatened my plan."* (Present: Unstable Jar)
2. Second Testimony: "Jar & Message in Blood"
• *"The fragments were large, so I'm sure I got them all."* (Present: Unstable Jar)
3. Third Testimony: "Actual Crime Scene"
Look in your Court Record at the Evidence Law book. Check it closely and examine the picture on the back cover. When you begin the cross examination, Damon Gant reappears. Tell the court that you "cannot show evidence." When they ask for it again, "show evidence." Present the Strip of Cloth. When they ask whose fingerprints are on it, present Ema Skye's profile. After the hubbub, present Lana's Photo. When the Judge asks if you illegally concealed evidence, say "I did not" and present the Evidence Law book.

EPILOGUE 2

Lana says that there is a piece of evidence that neither Phoenix or Edgeworth would have been able to find on their own. Present the [illegible] At the [illegible] you [illegible] Also, when you play the game again, you [illegible] now appears behind the chapter menu screens.

grand theft auto™ The San Andreas Chronicle

Vol. 11

Pat Reynolds, Editor

Welcome to *The San Andreas Chronicle*, a monthly column that follows Carl "CJ" Johnson's path through the state of San Andreas in Rockstar Games' *Grand Theft Auto: San Andreas*. We'll also bring you information on the many side missions, odd jobs and secrets you'll want to find as you play through the game. This month, we'll give you tips for mastering flight school and provide you with some fun games to play after you've mastered planes and helicopters.

FLIGHT SCHOOL

Of the three types of vehicles CJ will commandeer during his adventures in San Andreas (ground vehicles, watercraft and aircraft), taking to the sky is definitely the hardest path to master. You'll find the Flight school at the abandoned airfield Northeast of San Fierro—the main mission path of the game requires that you both acquire the airfield as an asset and complete flight training. Unlike driving school and boating school, flight training is not an option. This is a good thing, because learning to pilot an airplane or helicopter is a lot harder than driving a car, and what you learn here will pay off big time in later missions.

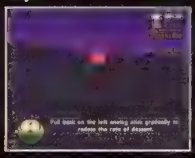
Takeoff

Directions: Follow the instructions to take off and fly through a set of three coronas.

Follow the instructions to lift off and continue to climb until you're even with the first corona. Glide through it, then push forward to descend a bit so you can pass the second corona. The most important lesson to learn when flying is to keep as light a touch as possible on the controls. Anything more and you risk losing control or moving too far from your target...and in the air, it's difficult to correct a mistake like that easily.

Land Plane

Directions: Land the plane inside the marked area of the runway.



Landing is trickier than taking off—if your angle of descent is too severe, you'll crash. Keep your plane just slightly less than evenly parallel with the ground and let deceleration drop you to the runway. Use your accelerator and brake to maneuver within the marked area to complete this test.

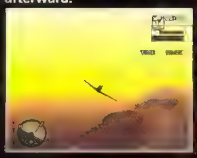
Circle Airstrip

Directions: Fly through the coronas encircling the airfield

This is the hardest flight test you'll find here. You'll need to use a light touch on the controls to smoothly navigate through each of the coronas as you fly in a circle around the airstrip. Use your rudder controls to turn the plane more than the bank-and-pull back method, which can lead to flying too far from your course. Make small adjustments to correct your flight path if you move off course. If you do miss a corona, you'll need to circle back far enough to put yourself on the right path again.

Circle Airstrip and Land

Directions: Same as last time, but land the plane successfully afterward.



Now you'll need to combine what you learned from flying through the coronas with landing the plane inside the marked area on the runway. If you've already mastered these two exercises, this shouldn't pose any problem for you.

Helicopter Takeoff

Directions: Lift off and fly the helicopter through a single corona.

Helicopters control differently than airplanes. The biggest differences are that choppers are not constantly moving forward, and they use rotor blades mounted on top rather than in front or on the wings for propulsion. This allows for much finer control of the forward speed when piloting a helicopter. For this test, rise straight up until you're level with the single corona, then tilt the helicopter forward to fly through it.

Land Helicopter

Directions: Fly over the landing zone and land inside the marked area.

Landing a helicopter is also markedly different from landing a plane. With a helicopter you can simply fly over the landing zone, hover in midair and descend until you land. Your only major concern is to keep the chopper level to the ground on landing, or you could tip it over.

Loop-the-Loop

Directions: Complete a single loop between the two coronas.

Flying in a large loop is a good maneuver for putting yourself behind an enemy aircraft that was previously chasing you. It's not a move that will come in handy much during your tenure in San Andreas, but it's cool and you might want to work it into your flights to impress your buddies. (Flying a loop around the Gant Bridge is always great for showing off.) As soon as you hit the first corona, pull back hard and maintain until the plane completes the full loop. The only tough part of this test is keeping the plane level and on course to hit the second corona, as you can easily oversteer coming out of the loop.

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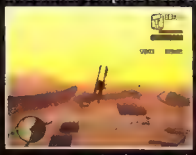
Destroy Targets

Directions: Destroy the three trucks parked on the runway.

Fly toward the three target trucks on the end of the runway. As you approach, tilt forward so the nose of the helicopter is aimed at the ground and rapidly fire your missiles. Strafe across the trucks as you pass over them. If you missed one or more, stop the helicopter, turn it around and make another strafing run. You should be able to complete this test on a single pass, though.

Barrel Roll

Directions: Complete a barrel roll between the two coronas.



A barrel roll is performed in the same way as a loop, except that you hold the stick to either the left or right to roll the plane sideways. This maneuver is good for avoiding incoming missiles. As with the loop, the risk of losing control after you come out of the roll can easily cause you to miss the second corona. Practice righting the plane steadily after a trick maneuver like a loop or roll and you'll be able to complete the test.

Parachute onto Target

Directions: Successfully parachute onto the target zone.

Freefall toward the target zone, holding the stick forward to increase your angle and move toward the target. When you open the chute, holding back will slow your descent and allow you to travel farther forward, while holding forward will increase your speed of descent. You'll need to make constant adjustments to your heading in order to hit the small landing zone—touch down anywhere outside of it and you'll fail the test.

FUN WITH AIRPLANES

Here are two games you can try with multiple players, passing the controller around and seeing who can achieve the goals first.

Stunt Pilot

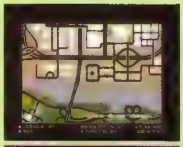
Take turns challenging each other to a test of aerial bravado (or stupidity).

First, one player marks a spot on the map where a bridge, overpass or other difficult-to-fly-through spot is located.

He then attempts to fly to that location and through the marked goal. If he succeeds, the controller is passed to the next player, and so on until all but one player has successfully threaded the needle on this particular obstacle. The last man standing is the winner! Try starting with easy challenges, like flying beneath the Gant Bridge, and moving on to tougher ones when you've mastered those (like the tiny openings under the dam in the desert).

Pinpoint Paradiving

Take turns trying to make precision paradrops onto difficult landing zones.



As with the stunt flying challenge, start by choosing and marking a landing area on the map. This time, pick the top of a building or other tall structure.

All players take a turn attempting to parachute onto this location, with the player who lands the closest to the red mark on the map declared the winner.

Letters to the Editor

Sleepless in San Andreas

I think you guys should make a "skip mission" code. I love this game so much that I play it 24 hours a day!

—Antoine Williams
Las Vegas, NV

Unfortunately, we don't actually make our own codes for Grand Theft Auto: San Andreas, *Antoine—we just find the ones that developer Rockstar put in the game when it was originally created. If you're playing* San Andreas *24 hours a day, when did you find the time to write and mail this letter?*

The Most Sex Appeal

To help improve *The San Andreas Chronicle*, I think you should list what clothes, haircut, shoes, shades, chains and ride will give you the most sex appeal and where to find these items. But put each item in a separate issue so *Tips & Tricks* readers will have to buy each issue!

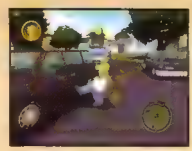
—Jamie Martin
Madison, AL

Now that's the kind of thinking we like to hear—helping us sell more copies of the magazine! While we applaud your entrepreneurial spirit, it's important for us to keep relevant information together to make our guides easier to read. We try to put all pertinent info about any given topic into a single Chronicle *column. However, we do run a brand new edition of* The San Andreas Chronicle *every month, with all kinds of interesting and informative stuff, in the hopes that you guys will keep on picking up the magazine to find out what we're covering next.*

GTA Springfield

There should be a cheat called "Be Homer Simpson" which makes you Homer Simpson.

—Vsman Chaudhri
Villanova, PA



You're in luck: Someone already made your idea into a whole game. It's called The Simpsons: Hit & Run *and it's available at most game shops for under $20.*

Your Wish = Our Command

Since my most wanted game, *GTA: San Andreas*, has come out on the Xbox, I went to the stores and looked for it until I found it and bought it. The game is the best I have ever played, but some cheat codes would make it better. So I went back to the stores and picked up your latest magazine (like always) but you didn't have any codes for the Xbox edition. I would like to see codes for the Xbox version as well as the PS2 game.

—Joseph Abrego
El Paso, TX

Because the lead time for publishing a magazine is generally a couple of months, the issues hitting the newsstands when San Andreas *was released for the Xbox were written before the game came out. We're not sure when your letter was written, but we did feature all of the known Xbox codes for* GTA: San Andreas *in our August issue. If you missed them, just flip to the* Xbox Tips *section in the back of this issue to find them. Have fun!*

HALO INSIDER

by Mark Johnson

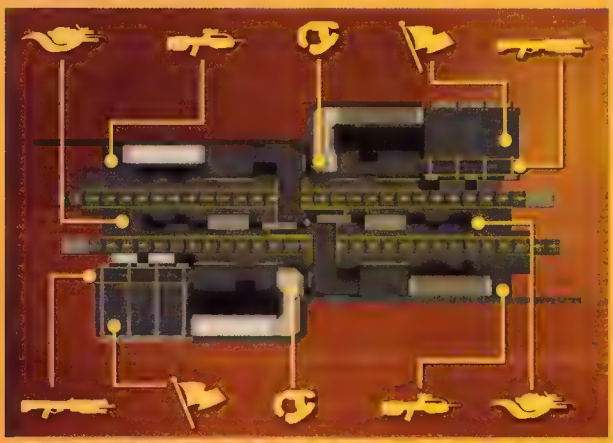
Vol. 11

With the release of *Halo 2*, the most popular Xbox game has been given a massive upgrade, incorporating *Xbox Live* support for online multiplayer matches among other refinements. This monthly column will keep you informed with the latest goings-on in the *Halo 2* community, including trends, strategies, tricks, exploits and new discoveries...and of course, we'll also show you how to become a more lethal online combatant.

MAP PACK WRAP-UP

For your inspection this month we present Elongation, the final map from the *Halo 2 Multiplayer Map Pack* (also available as a free download on *Xbox Live*). Of all the new maps, this one is best suited for achieving that Zen-like state in *Halo 2* where you don't stop, moving from kill to kill in a Running Riot whirlwind. The two ends of the map are easily distinguished by the red and blue coloring on the walls. Despite this, it can get a little confusing as you move from red to blue territory, so Bungie has provided a number of visual cues (burning debris, shot-up control panels, etc.) to help you figure out where you are. Frantic battles await you in this map, so learn how to move from zone to zone effectively and use our tips to help you come out on top.

Elongation



Map Legend

High above a besieged Earth floats this empty space freighter, now home to fierce battles in Elongation, the last of the new maps Bungie has blessed us with from on high. A remake of the popular Longest map from the original *Halo*, Elongation is essentially one long hallway with plenty of partitions and crates to stop your bullets from hitting their intended targets.

Recommended Number of Players: 4-8

Recommended Game Variants: 2 Flag CTF, Team Slayer, Slayer, Oddball

Vehicles: None

Territories: Blue Base Blue Crate Room, Red Base Red Crate Room

Remember these two words: Get up! Being caught on the ground floor is sure death; unless you have to kill the person who's trying to kill you, get off the bottom floor immediately. You can rain grenades and gunfire down on the silly people below who didn't read this month's *Halo 2 Insider*, and you'll score a decent number of kills by just taking potshots at people engaged in other fights below you. There are quite a few ways to get to the balconies in this map, including the crates, so learn them all by heart.

As many of you know, you can use the conveyor belt to ride a flag back to your base without being seen on your opponents' radar. What you may not have known is that it's quicker to go around the boxes than over them. If you're engaged on the bottom floor, step around the boxes rather than trying to jump over them when shaking off pursuit. That floating leap over a crate gives your enemy plenty of time to put a lethal amount of ammunition in your back. Throw a grenade straight at the box as you go to bounce it back into your pursuer's face; you might catch them off guard. You can also use grenades and Brute shots to create "logjams" with the crates, clogging up the conveyor belt to slow down enemy flag runners.

In a slayer match, Elongation is all about the flow. If you can set up a kind of figure-eight pattern, looping back and forth through the middle of the map, you'll become almost unstoppable. Always stay up high and move from ramp to ramp, crossing back and forth through the middle as you go. A moving target is always harder to hit, and you'll be able to cover all the hotspots in about 20 seconds. If you get the hang of this pattern and lead with grenades to weaken any foes, you'll be engaged with the enemy almost constantly, and the kills will add up faster than you can believe.

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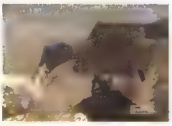
HALO 2 GOES BACK TO SCHOOL

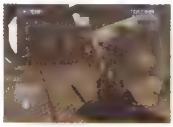
For some people, school doesn't mean science books and P.E.—it means map strategies and weapon combos. One of those people is Karson Voiles, and for him, school means *Halo 2*. Voiles is the creator of Halo2School.com, a Web site dedicated to teaching beginner and intermediate players how to be a master at *Halo 2*. With a fully staffed faculty comprised of some of the best *Halo 2* players in the world, Halo2School is dead serious about helping you outsmart and outplay the rest of the competition. In our ever-continuing effort to provide you with the best tricks and tactics out there, we sought out the faculty at Halo2School.com for some expert advice straight from the pros. Pop quiz in the Rumble Pit after you read this....

To stay on top, you have to stay up top. Always get to the high ground. It's even better if you can get to an area that's difficult for your enemies to reach; this way, you don't have to worry as much about being assassinated, and you'll be free to jump down onto unsuspecting players or kill people with fire from above.



Every map has "hot spots" in it. These are places where people naturally move through as they travel the map—and as such, you get a lot of fighting in these areas. Don't go there. Go to someplace NEXT to the hot spots Stand on the edges of the battle zones and launch grenades in, or take potshots with the Battle Rifle; you'll soon start to rack up those triple kills.

The Overshield is awesome. It's like a 1-Up; you essentially get two health bars instead of just one. Learn where this little power-up is located on every single map, and get there as soon as possible. If you are running around with the Overshield on, you have twice the possibility of surviving and winning a fight.

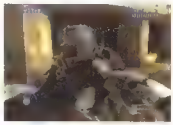


A team without a sniper is like the Chief without his armor. And rockets can take out multiple opponents at once as well as bringing down those fast-moving vehicles. On many maps, your strategy should be to lock down these two weapons and defend them at all costs.

As the saying goes, there's no "I" in "team." Your team can call out enemy positions, watch your back in a fight or even just take you for a scenic drive in the Warthog. (Does this thing have a radio?) Stick with your team; it may just save your life.

What's the first thing you should do when you spawn in? Check for enemy position. Most people run blindly for weapons, which means that somebody is going to be gunning for you while you're not looking. Quickly orient yourself and figure out where the opposition is immediately, so you can be instantly ready to fight. Worry about weapons later, when you know it's safe to run around.

This one seems simple, but you'd be surprised to learn how many players don't think about it: If you have a short-range weapon and your opponent has a rifle, throw a grenade and HIDE. Wait for them to come to you. Don't rush them to try to get in range. If you drop back, most of the time they will advance on your position, making them much easier to kill.



Halo 2 may be all about guns, but punching is crucial to coming out on top of the leaderboards. The melee attack in *Halo 2* has been strengthened since the 1.1 update. When you are in close, unload with all the firepower you have, then put them down for a dirt nap with a melee attack. Think of it as your finishing move for close-quarters combat.

Now you can go online and test out some of this professional knowledge. If you are interested in learning more about what the school can offer, check out www.Halo2School.com/1. There are a number of free videos that you can watch to whet your appetite, and enrollment is already underway. Now if you'll excuse me, I have homework to do....

SGT. JOHNSON'S FOXHOLE

Here in The Foxhole, I'll tell you everything you need to know, but are too lazy to figure out! Statistics, strategies and anything else that a wet-behind-the-ears private needs to be the best. Kit up and move out, soldier — it's training time!

I'm back, maggots, and I've got the Shotgun to boot! This weapon is a beauty, and a lot of you online warriors out there love it. Once again, I'll tell you how fast this boomstick can blast away the baddies, how long it will take you to reload over their crumpled corpses and anything else you might need to know to be a master of the Shottie.

SHOTGUN

Specs

Ammo Type: Ballistic
Clip Size: 12 (maxes out at 48 shells)
Firing Mode: Semi-Automatic
Reload Speed: 8 Seconds
Melee Speed: 0.8 Seconds
Melee Hits with Shields: 3
Melee Hits without Shields: 1
Melee Hits with Overshields: 5
Scope: None
Range: Short to Shorter
Accuracy: Very Low

Shots Required

Head Shots: 1 (at close range)
Body Shots: 1 (at close range)
Head Shots with Overshield: 2 (at close range)
Body Shots with Overshield: 2 (at close range)
These numbers are based on an opponent with full shields at the time of engagement.

Strengths

The Shotgun is a beast—as long as your foe is standing on your foot. For up-close-and personal engagement, this weapon is *it*, knocking down the opposition with every pull of its trigger. The Shotgun also has one of the faster melee speeds in the game, so if the buckshot didn't kill them, the butt of the gun will. In addition, you will almost never run out of ammo due to the Shotgun's one-hit/one-kill nature.

Weaknesses

Your target pretty much has to be your best friend for the Shottie to be of any use. If he isn't rubbing shoulders with you, your Shotgun blast won't do anything but tickle, so make sure you're close before you pull that trigger. But hey, a little tickling between friends never hurts, right? And only reload when there is nobody around. This gun has the slowest reload of any weapon in *Halo 2*, so don't try to reload in the middle of a fight.

The shotgun is a great up-in-your-grill kind of weapon. If you prefer to single-wield, always have one of these by your side. If you load out with a Battle Rifle and a Shotgun, you have all your bases covered, and by the time the enemy gets to you, one load of buckshot is all it takes to send 'em packing. With its quick melee ability and extremely high damage, this is a much-prized weapon—many battles are won or lost by the Shotgun. It's wise to reload after every fight if you can, even if you've only used one or two shells. It's not often that you'll run out of ammo, but coming to a fight with an empty chamber is an almost guaranteed way to die. If you're just outside of lethal range, fire off one round to knock out the enemy's shield, then step in and finish him with a melee attack. This is generally much quicker than trying to get off a second round...but it can be tricky, as it puts you inside your opponents melee range as well. The Shotgun is a powerful weapon with some strange timing quirks, but once you master it, this weapon will make you a terror on the battlefield.

SELECT GAME PREVIEWS

The purpose of *Select Game Previews* is to show you a select group of new and upcoming games so YOU can influence the contents of *Tips & Tricks*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *Tips & Tricks Select Game Previews*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *Tips & Tricks*.

TRUE CRIME: NEW YORK CITY

PS2

Publisher: Activision **In Stores: November**

Also On: GameCube • Xbox

TIPS & TRICKS PICK!

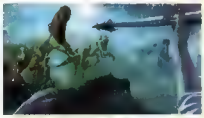
After hobnobbing with the Hollywood stars, the *True Crime* series turns to the concrete jungle of New York in *True Crime: New York City*. This time around, players take on the role of Marcus Reed, a former gangster turned cop. Marcus was saved from the life of crime by his mentor, Terrence Higgins, a NYPD detective. But Marcus' criminal past may not be completely buried—his father, Isaiah "The King" Reed, is a notorious gangster who still runs his operation from behind bars. Torn between the two influences in his life, Marcus straddles the thin line between good cop and bad cop. Several well-known actors will be performing the voices for the characters including Mickey Rourke, Laurence Fishburne and Christopher Walken, who makes a return from the first game. *True Crime: New York City* has the most accurate re-creation of New York City ever seen in a game. New Yorkers will recognize every street corner and neighborhood, like Chelsea, West Village, Hell's Kitchen, SoHo, Lower East Side, Upper West Side, East Harlem, Spanish Harlem, Tribeca, Theater District, Wall Street and more. Of course, all of the city's world-renowned landmarks are there, like Times Square, the Statue of Liberty and the Empire State Building, just to name a few. Compared to Los Angeles in the last *True Crime* game, New York is a lot grittier with plenty of graffiti and trash blowing around in the streets. As you choose between performing good deeds and bad, the city's neighborhoods will reflect their crime rate—the more arrests you make in a certain neighborhood, the cleaner and safer it will become. Crime-ridden areas will visibly deteriorate with boarded-up businesses, beat-up cars and unseemly characters if you continue to ignore the lawlessness. The game divides itself between linear, must-complete story missions and open-ended crime-solving stints that will either honor or dishonor the badge.

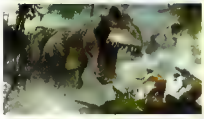
PETER JACKSON'S KING KONG

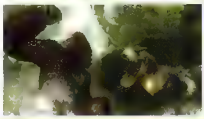
Publisher: Ubisoft **In Stores: November**

Also On: PS2 • GameCube • DS • Xbox 360 PSP • Game Boy Advance • PlayStation 3

Based on Peter Jackson's upcoming film *King Kong*, Ubisoft's game will let you experience Skull Island a full month before the movie is even released! The game lets you play in first-person view as Jack Driscoll with some third-person scenarios in which you control Kong himself. To fully immerse the player in the game's world, there are no on-screen interface elements to represent your health, inventory, etc. The game is more about survival than being a fast-action shooter. As you make your way through Skull Island, you will learn your place in the food chain of the jungle's ecosystem. Living bait can be used to distract predators from attacking you; even during a heated battle, a dinosaur may turn away and go after another species.



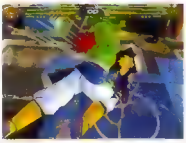


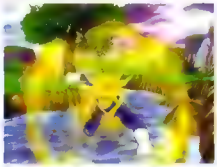


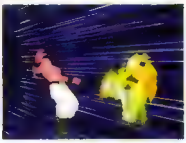
DRAGON BALL Z: BUDOKAI TENKAICHI

Publisher: Atari **In Stores: November**

Choose from one of over 60 *DBZ* characters and battle it out in fully three-dimensional, destructible environments. From fist-fighting on the ground to air combat to underwater combat and everything in between, you can transition easily between environments and locations with no break in the action. One of the most innovative features in *Budokai Tenkaichi* is the character customization option. Each character has over 10 attributes that you can upgrade while playing through the game, allowing you to create your own custom *DBZ* fighter. Several gameplay modes allow for diverse challenges; engage a friend in Versus mode or fight your way through a slew of computer-controlled opponents in the World Martial Arts Tournament.



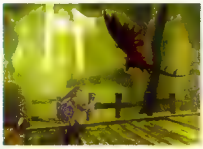


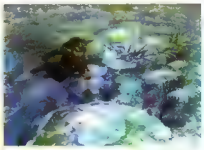


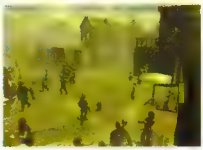
THE LEGEND OF ZELDA: TWILIGHT PRINCESS

Publisher: Nintendo **In Stores: 2006**

Instead of the cartoonish *Wind Waker*, *Twilight Princess* is more realistic, with Link looking much more like an adult. Starting the game as a wrangler, he's a proficient horseman and can wield weapons and items while mounted. The Twilight Realm has descended over the nation of Hyrule, and when Link enters it, he's transformed into a wolf and captured! Animals play a large role in the game; one dungeon is filled with cooperative monkeys that help Link to cross otherwise impassable obstacles. Judging from screenshots and past *Zelda* titles, the game is certain to feature huge bosses and sprawling dungeons. Hopefully we'll see this title released before the GameCube enters its own "Twilight Realm."

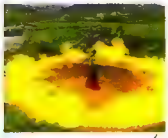






PHANTASY STAR UNIVERSE

Publisher: Sega **In Stores: February 2006**



Phantasy Star Universe will have the expected online experience, but it will also include the first major offline *Phantasy Star* game in more than a decade. In the single-player game, you control Ethan Waber, a young cadet attempting to rescue his sister from a besieged planet. The Online Mode allows you to create your own character and band together with other players as you explore three enormous worlds. Besides introducing new enemies and locations, the game will now have player-controlled vehicles so you can travel great distances. Sega promises to supply new downloadable content for the game over the course of several years.

OVER LAND, ACROSS THE SEA, AND BEYOND THE HORIZON

PlayStation 2

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THE JOURNEY BEGINS NOVEMBER 22 2005

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VIII
Journey of the Cursed King
Be The
HERO
DRAGON QUEST™
VIII
Journey of the Cursed King
RECRUIT THE
KNIGHT

DRAGON QUEST
VIII
Journey of the Cursed King
COUNT ON THE
BANDIT
DRAGON QUEST
VIII
Journey of the Cursed King
UNLEASH THE
MAGICIAN

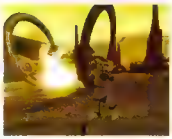
STAR WARS BATTLEFRONT II

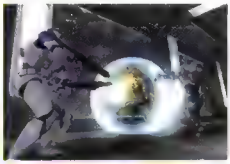
Publisher: LucasArts **In Stores: November**

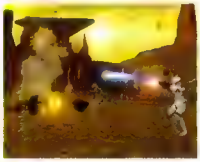
TIPS & TRICKS PICK!

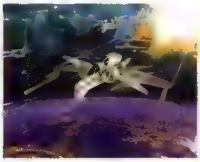
Also On: PS2 • PSP

The gameplay of *Star Wars: Battlefront II* is similar to that of the first game; fight your way across a battlefield using any vehicles and weapons that you come across in an effort to capture command posts. There are over 12 new locations to visit, including some from *Episode III*. Playable Jedi characters have also been added, but they can only be unlocked by fulfilling certain conditions in each stage. A new addition to *Battlefront II* is space combat; hop into an X-Wing and destroy Imperial TIE fighters or make bombing runs on an enemy freighter. As with *Battlefront*, online play is included. The PS2 version allows for 24 players to link up for an online game, while the Xbox version lets 32 players battle it out.









METAL GEAR SOLID 3: SUBSISTENCE

Publisher: Konomi **In Stores: November**

TIPS & TRICKS PICK!

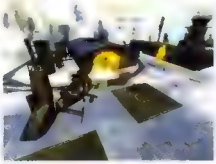
Subsistence includes *Metal Gear Solid 3: Snake Eater* plus many new features: Online Mode, Duel Mode, Demo Theatre, a 360° rotating camera and two retro games, *Metal Gear* and *Metal Gear 2: Solid Snake* as they originally appeared on the MSX 2 computer. The online modes include Sneaking Mission (where one person playing Snake tries to steal from a group of others), Rescue Mission (one team defends an object they need to deliver while the other team is trying to destroy it), Team Death Match and more. Duel Mode and Demo Theatre are unlocked only when *MGS3: Snake Eater* is finished; Duel Mode lets you select bosses to fight, while Demo Theatre allows you to watch in-game movies. Even the humorous Snake vs. Ape episode is back with some new stages.

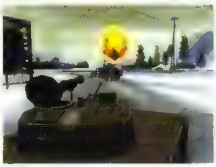
BATTLEFIELD 2: MODERN COMBAT

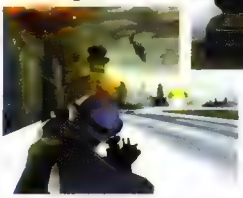
Publisher: EA **Available Now**

Also On: Xbox • PSP

It's all-out mayhem in *Battlefield 2: Modern Combat*, as players from around the nation go online and enter the chaos of war. Anything goes on the battlefield—if you see a tank, jump in and crush your enemies. Hijack a boat and attack from the sea. Find a plane and take to the skies for an aerial assault! As you become more skilled as a soldier, your rank will increase from Private all the way up to General, thus commanding respect from other players online. The single-player campaign lets you decide which side to fight for. The storyline revolves around a propaganda battle, forcing players to rally behind certain ideals and goals.







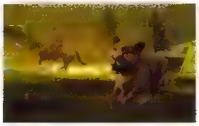
GUN

Publisher: Activision **In Stores: November**

TIPS & TRICKS PICK!

Also On: PS2 • GameCube • DS • PSP

Tony Hawk developer Neversoft takes a break from the half-pipe and tries on some spurs and holsters for its new Wild West game, *GUN*. It's a free-roaming action/adventure epic which takes place in the untamed West of the late 1800s. In the role of Colton White, a gunslinger bent on revenge, you'll hunt buffalo, escort ladies, assault strongholds, compete for bounties and more. Riding into town on your trusted horse, some townsfolk will welcome you or start shooting, depending on your reputation. The game features some amazing rider and horse dynamics, including the ability to shoot and ride at the same time. *GUN* is a major project for Activision; its big-budget polish is immediately evident.

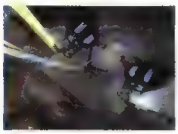


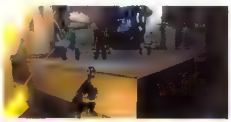
AEON FLUX

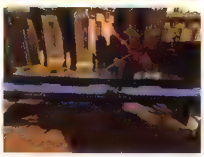
Publisher: Majesco **In Stores: November**

Also On: Xbox

If you remember MTV's Liquid Television, then you probably also remember the animated series *Aeon Flux*. For those of you who didn't have cable back then, *Aeon Flux* centered on a female assassin in a futuristic world reminiscent of *Blade Runner*. The game is set 400 years in the future and acts as the conduit between the end of the TV series and the beginning of the upcoming major motion picture. Imagine taking DNA from Lara Croft, Joanna Dark and Samus Aran and creating the ultimate female fighting machine—that's Aeon. Oh, and she looks like Charlize Theron (the star of the aforementioned movie, who also happens to lend her voice to the game).





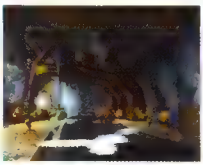


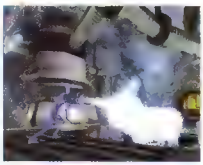
THE INCREDIBLES: RISE OF THE UNDERMINER

Publisher: THQ **In Stores: November**

Also On: PS2 • Xbox • DS • PSP

Much like Michael Jordan did after retiring from basketball the first time, Bob Parr just couldn't stay away from the crime-fighting lifestyle. In *The Incredibles*, Bob pulled his wife and kids back into the family business to take on and defeat the evil Syndrome. But unlike Jordan's comeback, it looks like the Incredibles are sticking it out for the long haul, as they've got another game (and movie) on the way. *Rise of the Underminer* picks up where the (upcoming) film leaves off, and pits you against—yep, you guessed it—the Underminer and his evil legion of robots. You'll take control of both Mr. Incredible and his best friend and crime-fighting buddy Frozone as you fight to keep the streets of Metroville safe.





RAMPAGE: TOTAL DESTRUCTION

Publisher: Midway **In Stores: 2nd Quarter 2006**

Also On: PS2

TIPS & TRICKS PICK!

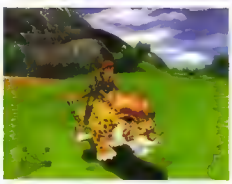
Rampage is one of our all-time favorite arcade games, and its multiple sequels were no slouches either. But *Total Destruction* just might top 'em all; it's got 3-D-rendered cities to tear down brick by brick and dozens of new monsters in addition to the original trio of George, Lizzie and Ralph. The early version we played did not feature a time limit, so we were free to take our time exploring and gleefully punching out every window of every building. Unashamedly aimed at kids, the game's outrageous two-player mayhem offers catharsis for adults, too—and with the PS2 and GameCube versions both carrying a suggested retail price of only $19.95, no self-respecting gamer's home should be without one.

DRAGON QUEST VIII: JOURNEY OF THE CURSED KING

Publisher: Square Enix **In Stores: November**

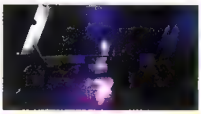
TIPS & TRICKS PICK!

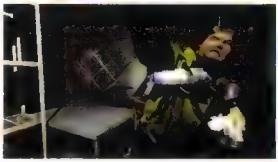
Dragon Quest VIII: Journey of the Cursed King marks the first time the popular role-playing series (previously known as *Dragon Warrior* in North America) appears on the PlayStation 2. A curse changes the King and Princess of Trodain Castle into beasts, the people into thorns, and freezes their kingdom in time. Players control the only young man to escape this curse, who sets off to find a way to restore his homeland. The game offers a sprawling 3-D world in which the visible geography is all explorable, from the mountains off in the distance to the stretch of blue ocean. In some areas you'll even ride local animals! It also features voice-overs and over-the-top battle animations to enhance the feeling of being inside an amusing Akira Toriyama cartoon.



CONDEMNED: CRIMINAL ORIGINS

Publisher: Sega | **In Stores: 2006**

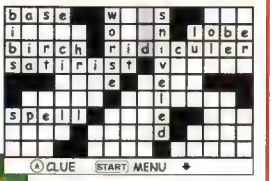




Serial killers are lurking in the shadows of a hellish urban landscape, and FBI agent Ethan Thomas must stalk these psychopaths on their home turf by using forensic tools, gut instincts and found weapons (almost everything in the environment can be turned into a melee weapon). The first-person perspective and realistic physics heighten the sense of danger, severely testing both Ethan's and your own ability to handle the intense psychological pressure. *Condemned* is shaping up to be one of the most terrifying games coming up for the next-generation consoles. Gamers who can't get enough of *Silent Hill* and *Fatal Frame* will enjoy the spooky thrills, even if it means sleeping with the lights on again.

ULTIMATE PUZZLE GAMES

Publisher: Telegames | **In Stores: November**



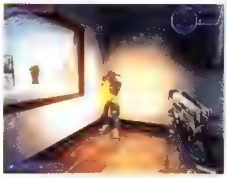
The latest in Telegames' successful *Ultimate* series delivers 1,001 different puzzles to challenge your intellect. 12 different puzzle types are featured, including crosswords, word searches and more. With on-screen instructions and the ability to save puzzles in progress, you can jump right into the game and put it down at any time. If you have a Game Boy Advance Game Link Cable, you can transmit puzzles to your friends' GBA units and allow them to play independently even after you walk away. The average solution time for each puzzle is said to be 10 to 20 minutes, so the total playing time for solving all 1,001 puzzle should be...let's see... about a week or two of non-stop playing!

TIMESHIFT

Publisher: Atari | **In Stores: March 2006**

Also On: Xbox 360

Developed by Saber Interactive, *TimeShift* takes the first-person shooter genre to the next level by introducing the ability to control time. Players can stop, rewind, fast forward and slow time to overcome obstacles and kill enemies. A vast array of weapons is included, such as plasma guns and the "Swarm Cannon," with many of the weapons having secondary killing functions. The graphics and lighting effects are very impressive; we noticed subtle details such as individual pores in bricks and realistic moving shadows that brought the game to life. There are over 35 missions to complete, each with specific elements that players must overcome via the use of their time control powers and smarts. Online multiplayer will be included in case you get tired of killing the same enemy 14 different ways.



LARA CROFT TOMB RAIDER: LEGEND

Publisher: Eidos | **In Stores: February 2006**

Also On: PS2 • PSP • Xbox 360

Lara Croft has been around the block a few times. So many games have been made exploiting her character, it's hard to remember her as the fresh-faced newcomer who debuted on the original PlayStation in all her acrobatic polygonal glory to enormous critical acclaim. Original creator Toby Gard has jumped back on board to give Lara a makeover, and hopefully recapture that old magic by bringing the series back to its roots—raiding ancient tombs. With her thigh-high holsters, straps for holding grenades and Olympics-level gymnastic ability, Lara is ready for anything, and the emphasis in *Legend* is on action rather than puzzle-solving.

DS METROID PRIME: HUNTERS

Publisher: Nintendo | **In Stores: 1st Quarter 2006**

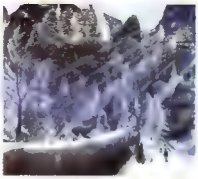
Although *Metroid Prime: Hunters* has been delayed until next year, Nintendo will make up for it by adding a new major feature: online play. You'll be able to connect to other players using Nintendo Wi-Fi Connection, Nintendo's upcoming online gaming service. Several different multiplayer modes will be available including Deathmatch and King of the Hill. Each hunter will have his or her own weapon, fighting style and back story, giving you a wide variety of playing styles and strategies. Details about the single-player mode are still sketchy, but all six bounty hunters—Noxus, Spire, Kanden, Sylux, Trace and Weavel—will come face-to-face with Samus Aran as boss characters in the game.

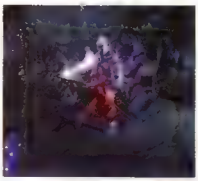
XBOX THE CHRONICLES OF NARNIA: THE LION, THE WITCH, AND THE WARDROBE

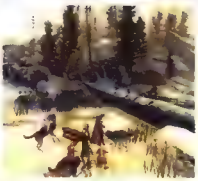
Publisher: Buena Vista | **In Stores: November**

Also On: PS2 • GameCube • DS • PSP

C.S. Lewis' series *The Chronicles of Narnia* has entertained readers for more than 50 years. The first book, *The Lion, the Witch, and the Wardrobe*, is about four children who accidentally stumble into Narnia through an old wardrobe. The White Witch has blanketed the land in snow and rules over the Talking Animals with a frozen fist. Developer Traveller's Tales has created an excellent ensemble game where you control all four children and switch between them on the fly. Each possesses unique abilities such as melee/projectile attacks, the agility to climb poles or the ability to cast healing spells. Team attacks let larger children fling their smaller siblings to break down barriers.

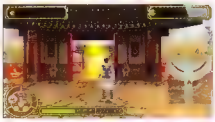






KINGDOM OF PARADISE

Publisher: Sony **In Stores: November**



Kingdom of Paradise is an action/RPG set in a land called Ohka, where five martial arts clans peacefully coexist...until the Kirin clan tries to usurp power. Playing as an exiled warrior named Shinbu, you must try to restore the balance of power while protecting your own clan. There are more than 100 different styles of sword fighting in the game, along with 15 types of Qigong martial arts; it's a robust saga that contains at least 20 hours of gameplay for an aspiring swordsman. In addition, there is a multiplayer feature through the ad hoc mode, and downloadable content to diversify your experience.

DRIVER: PARALLEL LINES

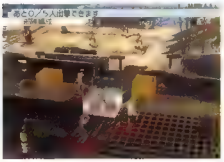
Publisher: Atari **In Stores: 1st Quarter 2006**

Also On: Xbox

Parallel Lines takes the *Driver* series back to its roots with non-stop car chase action. Set in a realistic city in the 1970s, players will take on the role of the most wanted driver in town while they complete over 40 different missions and participate in minigames such as "Cops and Robbers." There are over 75 different vehicles including motorcycles, cars, trucks and bikes, and each one can be customized through various performance and tuning options. There are no loading times whatsoever in *Parallel Lines*—each area transitions from one to another seamlessly to keep you immersed in the story. A new feature to the *Driver* series is the addition of online play for to eight players.

SUIKODEN TACTICS

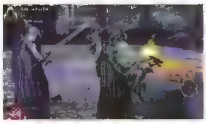
Publisher: Konami **In Stores: November**

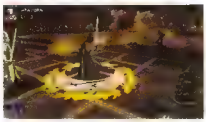


Suikoden Tactics takes place two years before the events of *Suikoden IV*. There are more than 50 characters to control in this turn-based strategy game, and many of them are familiar faces from previous *Suikoden* titles. Kyril, the main character, is exploring the mystery behind the Rune Cannons and also the appearance of monstrous fishmen in the Island Nations—could they be connected? Battlefield terrain can significantly impact a character's performance; depending on elemental affinities, certain portions can cause healing or damage. Friendships between characters can also contribute to a Combination Attack where numerous party members join forces and deliver a devastating blow to the enemy, complete with vibrant animation.

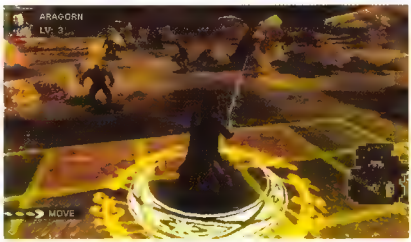
LORD OF THE RINGS TACTICS

Publisher: EA **In Stores: November**





Just because Peter Jackson has moved on to an aggressive, overgrown ape, that doesn't mean you have to go with him. Thanks to EA, the mythical Middle Earth lives on in the form of *Lord of the Rings Tactics*. In this turn-based strategy/RPG/action amalgam, players will have the opportunity to see the battle from both sides in two campaigns: the Fellowship of the Ring and the Host of Mordor. *Tactics* incorporates 40 minutes of footage from all three films in the trilogy and will take you to 20 familiar locations as you continue the fight for Middle Earth.



Upcoming Game Release Calendar

Publishers: Please contact us with updates and/or corrections.

NOVEMBER

50 Cent: Bulletproof (Vivendi Universal) PS2 · XB
Aeon Flux (Majesco) PS2 · XB
America's Army: Rise of a Soldier (Ubisoft) PS2 · XB
American Chopper: Full Throttle (Activision) PS2 · XB · GC
Armored Core: Formula Front (Agetec) PSP
ATV Quad Frenzy (Majesco) DS
Beatmania (Konami) PS2
Blazing Angels: Squadrons of WWII (Ubisoft) XB
Burnout Legends (EA) DS
Cabela's Dangerous Hunts: Kill or Be Killed (Activision) PS2 · XB · GC
Call of Duty 2 (Activision) 360
Call of Duty 2: Big Red One (Activision) PS2 · XB · GC
Castlevania: Curse of Darkness (Konami) PS2 · XB
Chibi-Robo (Nintendo) GC
The Chronicles of Narnia: The Lion, the Witch and the Wardrobe (Buena Vista) PS2 · XB · GC · DS · GBA · PSP
College Hoops 2K6 (2K Games) PS2 · XB
Condemned: Criminal Origins (Sega) 360
Crime Life: Gang Wars (Konami) PS2 · XB
Dance Dance Revolution Ultramix 3 (Konami) XB
Dead or Alive 4 (Tecmo) 360
DMZ North Korea (Vivendi Universal) XB
Donkey Kong Country 3 (Nintendo) GBA
Dragon Ball GT : Transformation 2 (Atari) GBA
Dragon Ball Z: Supersonic Warriors 2 (Atari) DS
Dragon Quest VIII (Square Enix) PS2
Dr. Mario/Puzzle League (Nintendo) GBA
Dynasty Warriors 5 Xtreme Legends (Koei) PS2
Elder Scrolls IV: Oblivion (Microsoft) 360
Electroplankton (Nintendo) DS
EyeToy: Chat (Sony) PS2
EyeToy: Play 3 (Sony) PS2
Fantastic 4: Human Torch (Activision) GBA
Fatal Frame 3: The Tormented (Tecmo) PS2
Full Auto (Sega) 360
Gander Mountains Trophy (Vivendi Universal) PS2 · XB
Greg Hastings Tournament Paintball MAX'd (Activision) PS2 · XB · GC · PSP
Guitar Hero (Red Octane) PS2
Gun (Activision) PS2 · XB · GC · 360
.hack//G.U. (Bandai) PS2
Half-Life 2 (EA) XB
Harry Potter and the Goblet of Fire (EA) PS2 · XB · GC · DS · GBA · PSP
Hi Hi Puffy Ami Yumi (D3) GBA
The History Channel: American Civil War (Activision) PS2 · XB
The Incredibles: Rise of the Underminer (THQ) PS2 · XB · GC · DS · GBA · PSP
Infected (Majesco) PSP
It's Mr. Pants (THQ) GBA
James Bond 007: From Russia With Love (EA) PS2 · XB · GC · PSP
Kameo: Elements of Power (Microsoft) 360
Karaoke Revolution Party (Konami) PS2 · XB · GC
Kim Possible Kimmunicator (Buena Vista) DS
The King of Fighters '94 Re-Bout (SNK) XB
Kingdom of Paradise (Sony) PSP
The Lord of the Rings: Tactics (EA) PSP
Madden NFL 06 (EA Sports) 360
Magna Carta: Tear of Blood (Atlus) PS2
Marc Ecko's Getting Up (Atari) PS2 · XB
Mario & Luigi 2 (Nintendo) DS
Mario Kart (Nintendo) DS
Mario Party 7 (Nintendo) GC
The Matrix: Path of Neo (Atari) PS2 · XB
Mega Man Battle Network 5: Double Team (Capcom) DS
Mega Man X Collection (Capcom) PS2 · GC
Men At Work (Vivendi Universal) XB
Metal Gear Acid 2 (Konami) PSP
Metal Slug 5 (SNK) XB
Midway Arcade Treasures (Midway) PSP
Moto GP4 (Namco) PS2
NBA 06 (Sony) PS2 · PSP
NBA 2K6 (2K Sports) 360
NBA Live 06 (EA Sports) 360
Need for Speed: Most Wanted (EA) PS2 · XB · GC · 360 · DS · GBA · PSP
Neopets: The Darkest Faerie (Sony) PS2
Neopets: Petpet Adventure (Sony) PSP
NHL 06 (EA Sports) 360
NHL 2K6 (2K Sports) 360
Okami (Capcom) PS2
Operation Flashpoint: Cold War Crisis (Codemasters) XB
Outlaw Chopper (Vivendi Universal) XB
Pac-Man World 3 (Namco) PS2 · XB · GC · PSP
Painkiller (Dreamcatcher) XB
Payout Poker and Casino (Namco) PS2 · XB · PSP
Perfect Dark Zero (Microsoft) 360
Peter Jackson's King Kong (Ubisoft) PS2 · XB · GC · 360 · DS · GBA · PSP
Project Gotham Racing 3 (Microsoft) 360
The Proud Family (Buena Vista) GBA
Pursuit Force (Sony) PSP
Quake 4 (Activision) 360
Rogue Trooper (Eidos) XB
Roll Call (Eidos) PS2 · XB
Sandlot Football (Vivendi Universal) PS2 · XB
Sandlot Hockey (Vivendi Universal) PS2 · XB
SBK: Snowboard Kids (Atlus) DS
Screw Breaker (Nintendo) GBA
Sea World: Shamu's Big Adventure (Activision) PS2 · XB · GC · DS · GBA
Sega Casino (Sega) DS
Shadow the Hedgehog (Sega) PS2 · XB · GC
Shrek Superslam (Activison) PS2 · XB · GC · DS · GBA
The Sims 2 (EA) PS2 · XB · GC · DS · GBA · PSP
SnoCross 2 (Crave) PS2 · XB
SOCOM U.S. Navy SEALs: Fireteam Bravo (Sony) PSP
Sonic Rush (Sega) DS
SpongeBob SquarePants: Yellow Avenger (THQ) DS · PSP
SpyToy (Sony) PS2
Stargate SG-1: The Alliance (Namco) PS2 · XB
Suikoden Tactics (Konami) PS2
Super Pac-Man Pinball (Namco) DS
Teenage Mutant Ninja Turtles 3: Mutant Nightmare (Konami) PS2 · XB · GC · DS
Test Drive Unlimited (Atari) 360
Tiger Woods PGA Tour Golf 06 (EA Sports) 360
Tokobot (Tecmo) PSP
Tom Clancy's Ghost Recon 3 (Ubisoft) PS2 · XB · GC · 360
Tom Clancy's Ghost Recon: Advanced Warfighter (Ubisoft) PS2 · XB · 360
Tony Hawk's American Sk8land (Activision) DS · GBA
Tony Hawk's American Wasteland (Activision) 360
Top Spin 2 (2K Games) 360 · DS · GBA
Touch Golf (Nintendo) DS
Trollz: Hair Affair (Ubisoft) GBA
True Crime: New York City (Activision) PS2 · XB · GC
Ultimate Brain Games (Telegames) DS
Ultimate Card Games (Telegames) DS
Ultimate Pocket Games (Telegames) GBA
Ultimate Puzzle Games (Telegames) GBA
Viewtiful Joe: Double Trouble (Capcom) DS
Viewtiful Joe: Red Hot Rumble (Capcom) GC · PSP
Winx Club (Konami) PS2 · GBA
Without Warning (Capcom) PS2 · XB
WWE Smackdown vs. RAW 2006 (THQ) PS2 · PSP
Yoot Saito's Odama (Nintendo) GC
Zathura (2K Games) PS2 · XB · GBA

DECEMBER

And 1 Streetball (Ubisoft) PS2 · XB
Animal Crossing DS (Nintendo) DS
Dragon Booster (Konami) DS
Final Fantasy IV (Nintendo) GBA
Gauntlet: Seven Sorrows (Midway) PS2 · XB
Guilty Gear: Dust Strikers (Majesco) DS
Mario Tennis Advance (Nintendo) GBA
Prince of Persia 3: Kindred Blades (Ubisoft) PS2 · XB · GC · DS · GBA · PSP
Puyo Pop Fever (Sega) PSP
Sonic (Sega) PSP
Super Mario Strikers (Nintendo) GC

JANUARY

24: The Game (2K Games) PS2
Fear & Respect (Midway) PS2 · XB
Final Fight X: Streetwise (Capcom) PS2 · XB
Front Mission Online (Square Enix) PS2
Full Spectrum Warrior: Ten Hammers (THQ) PS2 · XB
Hitman: Blood Money (Eidos) PS2 · XB
Hummer (2K Games) PS2
Metroid Prime: Hunters (Nintendo) DS
Onimusha: Dawn of Dreams (Capcom) PS2
River King: A Wonderful Journey (Natsume) PS2
Scarface: The World is Yours (Vivendi Universal) PS2 · XB
West Coast Choppers (2K Games) PS2 · XB
Ys: The Ark of Napishtim (Konami) PSP

READER MAIL

If you send us a letter, Earl will deliver it to us.

TIPS & TRICKS 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211

HOW TO GET CONNECTED

In an earlier issue, you said the PSP can hook onto the Internet. I've tried and tried and I still can't get connected. Could you please send me the information on how to do this?

—Derek T. Hanke
Greenville, IN

Lots of readers have been asking us this question. You'll find the information you seek in this month's Online Gamer *column on page 61.*

PIECES OF EIGHT

I was wondering if the Sega Genesis game, *Pirates!* has anything to do with the new Xbox game, *Sid Meier's Pirates!*

—Tyler Holman
Hoschton, GA

Yep! The original Pirates! *was designed by Sid Meier for personal computers back in 1987. The Genesis cart (it's actually called* Pirates! Gold*) is a conversion of the PC sequel to the original* Pirates!*, and the Xbox game is a 21st-century remake with modern graphics and tons of enhancements.*

CHANGE IT BACK

This is my first time writing to *Tips & Tricks*. I have a complaint and I beg you to change it. The *Upcoming Game Release Calendar* was recently changed, and I would like it—and everyone else who reads your magazine would like it—if you would change it back to the way it was. I am very annoyed that you changed it to this; I can't find when my precious PSP games are coming out. Please, I beg you, change it back.

—Troy A. Hoffman
Cherry Valley, CA

We don't make any changes to Tips & Tricks without careful thought and discussion. The Upcoming Game Release Calendar *was changed for several reasons. Mainly, it's very difficult to compile all of that release date information, and we needed a way to simplify the process to reduce the amount of time we'd have to spend working on one crummy page. We also found that we were wasting space by repeating a lot of information for games that were being released on several different platforms. The new format may not be as attractive, but it's much more streamlined and is easier for us to assemble. Sorry you don't like it.*

DESPERATELY SEEKING E-RATED RPGS

I am desperately trying to obtain information on GOOD video games that meet the following criteria:

- Rated "E" ONLY
- Rendered 3-D, not primarily or solely 2-D
- For the PS2
- Hopefully have a strategy guide available (not required, however)
- Role-playing in nature (sword & sorcery type preferred) or adventure or strategy in nature, not overly "platform" in nature

As I am fairly new to gaming, recommended games do not have to be new; a two- or three-year-old game would still be new to me at this point. Right now I'm primarily playing *Kingdom Hearts* (which I truly enjoy, though I prefer games with adults as central characters) and *Gran Turismo 4* (my favorite racing game, and an excellent game indeed, but I don't need a lot of racing games, as they all start seeming alike to me).

I would greatly appreciate any pamphlets, advertisements or other printed literature—even just game titles—on games that meet the above criteria. Games that are or once were best sellers will certainly get my attention, but I've played games that I enjoyed which weren't bought by the masses. If you know a game's a dud, don't send me info on it. Otherwise, I'm interested in whatever you recommend.

Thank you for your time and I appreciate any assistance you can provide me.

—Lee French
Farmington, MO

That's a tall order, but we'll try. According to the "Game Finder" feature at Sony's PlayStation Web site, 1,179 games have been released or planned for release on the PlayStation 2 system at press time. 245 of them are classified as either RPG, Adventure, Strategy or Turn-Based Strategy, and of those, 71 carry the "E" rating. Only 15 of those are not action/platform oriented, three others are primarily 2-D...and Kingdom Hearts *you already have.*

*Most of the 11 remaining games are kid-oriented (*Digimon World 4, Duel Masters, *the* Monster Rancher *games), involve lots of creativity on your part (*Magic Pengel, Graffiti Kingdom, *the* RPG Maker *games) or are as far from "sword & sorcery" as you can get (the* Harvest Moon *games). What's left? Namco's* Nightmare of Druaga *(2004) and 3DO's* Heroes of Might & Magic *(2001), neither of which enjoyed particularly good reviews.*

If you would just lose your prejudice against 2-D games, we think you'd find a lot more to like. Don't forget that your PS2 can also play games for the original PlayStation, which had lots of great RPGs that are still worth playing.

THE SECRET

First of all, thank you Earl for delivering my letter. Secondly, I have some questions for you guys.

1) Where do you guys get all the info for new releases?

2) Do you guys at the *T&T* H.Q. have a massive "Room of Doom" where you play all your games? (If so, send a picture.)

3) How do you guys figure out codes for all these games? I mean, most of the time they are random combinations of characters. What's the secret?

Thanks, guys, you're the best.

—Kevin DiVerde
Washington, IL

TOKEN OF THE MONTH

This month's token comes from the Mundo Divertido ("Fun World") arcade in Hermosillo, Sonora, Mexico. Our thanks to Evan Krepps of Toledo, Ohio for sending it in.

Arcade players and operators: Send us a token from your favorite arcade. If we choose it as our "Token of the Month," we'll print your name right here. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to

Token of the Month
Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

Earl says, "You're welcome"...but Charlotte and Lisa would like to know why you keep calling them "guys."

1) We're not sure if we understand this question. Are you talking about the Select Game Previews *section, with the release dates? We have contacts at all of the video-game companies that keep us up to date with this info. In fact, nearly every game publisher has a public relations staff, and part of their job is to make sure that we know which games are coming out, and when.*

2) Most of us have TVs at our desks so we don't have to keep getting up. And the games are split up into different offices: Anatole has the Xbox games in his office, Chris B. has all of our PS2, PSP and DS games, Charlotte watches over our GBA library and everything else is in file cabinets behind Geoff's desk. The central office is not "massive," but that's where most of the action takes place, like when developers visit to show us their unfinished projects. Here's a photo. (You'll have to excuse the mess; it's deadline time.)

3) If we told you, it wouldn't be a secret.

JAPAN RETORT

I've been reading *Tips & Tricks* for many years, and I have so many copies that I finally decided to get rid of most of them because they are taking up too much space. I'm not writing to hurt your feelings, because I love the magazine. But my apartment is really small, and it's turning into a fire hazard.

Anyway, I was getting ready to drop the magazines in the recycle bin when I decided at the last minute to keep my favorite section, *Japan Report!* It's the first thing I read every month, and I thought it would be fun to cut out the pages with *Japan Report!* and save them all in a scrapbook. It turned out really cool; there have been A LOT of *Japan Report!* columns over the years, and I enjoyed reading them all over again.

Anyway, the reason why I'm writing this letter is to tell you that I think you made a mistake with the "Vol." number in this column. The September issue has "Vol. 92" printed on the *Japan Report!* column, but when I counted all of the previous articles with this one included, I only came up with a total of 91. You didn't print volume numbers on your columns for the first few years, but I think I know why the number is off by one. Back in 1998, there was one issue with no *Japan Report!* column in it: Issue #40. I figure that you miscounted because you forgot about that issue.

Anyway, I'm looking forward to *Japan Report!* Vol. 100. (Or will that be 99?)

—Adolfo Quiñonez
Las Cruces, NM

By golly, you're right! We're pretty embarrassed about the foul-up. To make amends, this issue's Japan Report! *column will feature no volume number, which will allow us to catch up with an accurate total when the real Volume 94 appears next month. Thanks for pointing it out...and we're glad you recycled those old mags instead of throwing them in the garbage.*

You found the Ocarina!

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Eagle Bone Flute

Pendant Ocarina

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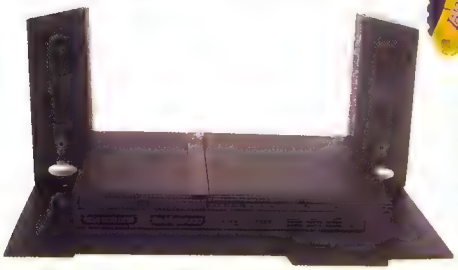
Gaming Gear

hardware
peripherals
accessories

With the introduction of the Xbox 360 this holiday season, a lot more emphasis will be put onto High-Definition TVs as the new standard for gaming. What separates the Philips Ambilight TV from other TVs is the Ambilight feature; ambient backlighting is used to expand the colors seen on the screen into the surrounding environment, creating a more realistic gaming experience. As you go from lush jungles to urban cities to dark dungeons, the backlighting will change the area around your TV to shades of color that mimic what you see on the screen. HD-capable right out of the box, the HD Ambilight features built-in NTSC and ATSC/QAM tuners to receive content from multiple sources, and Philips' Pixel Plus 2 HD technology polishes the picture even further by improving the detail, sharpness and colors for optimal picture quality. Available in both LCD and Plasma, the HD Ambilight Flat TVs range in size from 32" to 50" and range in price from $1,799 to $4,499.

If you liked Logitech's PlayGear Pocket PSP case, you'll definitely dig the new PlayGear Street. Retailing for $29.99, the PlayGear Street is made of the same durable ABS plastic, which provides excellent protection against any accidental bumps or drops. An adjustable clip-on strap and a heavy-duty plastic clip are included, so you can wear or tote your PSP wherever you go, or even attach your PSP to anything with a loop, belt loop or handle. A custom-fitting molded rubber interior holds the PSP in place while on the go, and the case interior can hold up to four additional Memory Sticks and three UMDs. An open audio port allows you to listen to tunes while the PSP is still in the case.

MadCatz brings its officially licensed NBA controllers to retailers this fall. Available for $29.99 for PS2 and Xbox, the NBA Control Pad Pro features the colors and logos of all of your favorite NBA teams. Constructed out of a hard polycarbonate material, the NBA Control Pad Pro sports all of the bells and whistles of your normal PS2 and Xbox controllers including twin precision analog sticks, full analog buttons and dual vibration motors for rumble-compatible games.



Designed specifically for the slim PlayStation 2 and with portability in mind, the Compact Sound System by Intec is perfect for gamers who travel with their PS2. For $29.99, the System offers two three-watt and two one-watt speakers, delivering rich simulated theater surround sound whether you're listening to CDs, watching DVDs or playing games. The design is consistent with the slim PS2's architecture, and the speakers swivel and fold down to a flat position to allow for easy storage when not in use. The Compact Sound System is available now at most local video-game accessory retailers.

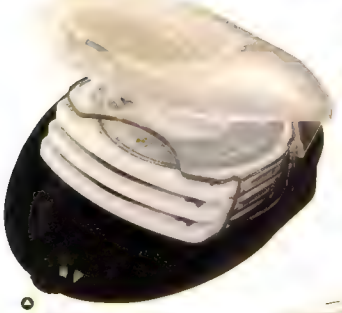
Compact Power Systems offers a line of batteries for mobile phones called Cellboost. Now the company is also introducing similar Cellboost batteries for the Game Boy Advance SP, Nintendo DS and PSP that offer added power—up to two hours more for the PSP and up to six hours more for the SP and DS. The Cellboost isn't a rechargeable device like power systems made for the handhelds by other companies; it's a supplemental battery that you use once and throw away. For only $10, it might be something to keep in your backpack or carry bag for when you can't get near an outlet and absolutely need to get some more playing in.

Intec's new Unlimited Rechargeable Wireless Controllers for PS2, Xbox or GameCube are fitted with rechargeable batteries that let you play for a whopping 60 hours on a single charge. When the low battery light comes on, simply plug the controller into the controller socket via link cable and receiver and recharge the controller while playing. The 2.4GHz controllers feature twin analog sticks, analog buttons with turbo functions, dual vibration motors with onloff switches and a built-in sleep mode which shuts the controller off after five minutes of idle time. The PlayStation 2 and GameCube controllers retail for $29.99 and the Xbox controller retails for $34.99; all three are available in stores now.

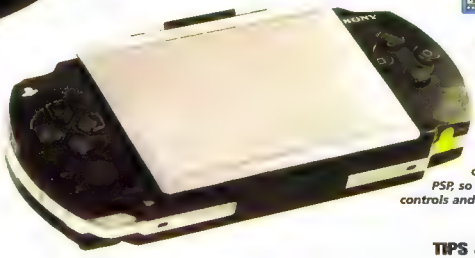
When the company that created Mattel Electronics Football and the Intellivision console makes a new video game, we always sit up and take notice. Mattel's Plug & Play Hot Wheels Racing Game works like the Jakks all-in-one game controllers; it runs on batteries and hooks directly to your TV with no game system required. An isometric-view racing game, it lets you choose one of four different Hot Wheels cars and race on six different tracks, with three difficulty settings to adjust the level of challenge.

At only $19.99, the 3n1 Case by Black is a perfect storage device for your PSP while not in use. Don't worry too much about dropping your PSP while in the 3n1 case; the brushed metal exterior is strong enough to withstand accidental bumps and scrapes. The interior is lined with soft molded rubber, which is designed to custom-fit the PSP, and has space for one additional UMD disc and four Duo-style memory sticks. The 3n1 also features sockets on either end of the case so you can charge your PSP and use your headphones without removing the unit. There is also a clear window on the front of the case, allowing you to see selections on the PSP's menu screens.

Two of the latest entries in Jakks Pacific's popular line of Plug It In & Play TV Games controllers are Fantastic Four and Dragon Ball Z. Both are battery-operated all-in-one systems with built in games; they connect to your TV with no game system required. Dragon Ball Z was developed by Handheld Games and features three contests: Buto-Retsuden (a one-on-one fighting game), Kamehameha Assault (a Pong-like action game) and a DBZ-themed Pinball game, all contained in a very cool Shenron controller. The Fantastic Four controller looks like the Thing and houses a side-scrolling platform game developed by Digital Eclipse; it also has a battery-backed save feature. Both controllers feature "Gamekey" cartridge slots to allow future games to be added (Gamekeys sold separately).



With the abundance of PSP games and UMD movies in stores these days, everyone needs a device to store or transport additional UMD discs. Available for $6.99, Nyko's Pocket Case is small enough to fit into your pocket but still has space to store up to three UMD discs while keeping them safe from scratches.



Nyko's Screen Armor (MSRP $9.99) is designed to drastically reduce the nicks and scratches that may plague your PSP's screen over time. The Screen Armor attaches to the PSP via rubberized hinged grips and the rubber-lined underside sits flush against the screen, providing great protection. The Screen Armor only covers the screen portion of the PSP, so you still have access to your volume controls and buttons if you're listening to music.

ONLINE GAMER

by Jeb Haught

Get Connected to the World of Online Console Gaming

Vol. 15

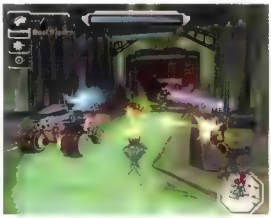
ONLINE SNEAK PREVIEW

By creating three top-notch franchises in the last few years, Sony seems to have a stranglehold on the current platform gaming market. My favorite of the three is the *Ratchet & Clank* series because it's more action oriented and I love blowing stuff up with futuristic weaponry. So it comes as no surprise that I jumped at the chance to participate in a walkthrough of the online beta version of *Ratchet: Deadlocked*.

0945 Hours

With a cup of iced coffee in one hand and a croissant in the other, it was time to meet with representatives from Insomniac, the game's developer, and tear cyberspace a new black hole. Not only would these experienced players be my virtual "tour guides," but they would also be teammates and enemies. Fortunately, there were other media representatives (i.e. cannon fodder) along for the ride that would take the focus off of my inexperience.

As we waited for everyone to join, I had the chance to check out the pre-game options. Many of them were not accessible during the beta test, but they were a good indication of things to come. In the final game, players will be able to form parties in order to join games as a group as well as have a buddy list to instantly join games that contain online "friends." There is also a clan menu and an area for displaying stats, but they were unavailable so the depth of these menus is still unclear.



This will teach those fiends not to raise gas prices!

However, I did have access to some nifty options, like the "find-a-game" tool that lets players search for games containing certain features. Here it is possible to filter out the type of game played, which map it will be played on, whether that map will have vehicles or not and the skill level of other players. These filters can be mixed and matched to create the perfect custom game for anyone. I am especially happy with the ability to filter out high or low player skill levels because, believe it or not, some players are much better than me…I mean, others.

Taking a cue from *Xbox Live*, the ability to enter a game swiftly by using the "quick play" option is also included. Using this button drops players into the action faster than you can say "dismembered furball." There are no choices to make, since the game type and map are randomly chosen. With such a wide variety of possibilities, the only things that you can count on are a good connection to the server and fast-paced action. Hopefully this mode will take skill levels into account as well.

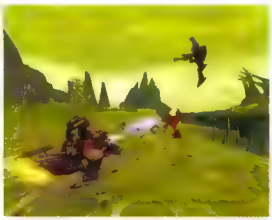
Players who want to create their own custom games have plenty of choices to make. First, they must decide which of the five game types to choose as well as pick one of four environments. From there, several choices are available depending on the game type. For example, choosing the standard Deathmatch mode opens up the ability to add or remove vehicles and decide on the amount of kills needed to win.

1000 Hours

With all media and developers accounted for, it was time to begin my virtual tour of duty. We started by playing a free-for-all deathmatch game and I quickly learned the disadvantages of running out of ammunition. While everyone started off with dual blasters, they seemed extremely underpowered when faced with other weapons, like the Fusion Rifle. Even though the ability to double-jump while emptying your blasters is a nice addition, it becomes ineffective against homing rockets and can't even scratch the protective energy shields deployed by the Shield Gun. Fortunately, each weapon upgrades itself after a set amount of kills, so every weapon can be put to good use in the right situation.

After all the media were thoroughly stomped by Insomniac and Sony representatives, we fired up a game of team deathmatch. This is when I found out that we could split our eight players in any way possible. We had the "official" players split up into two teams of two each while the four media players joined the same team (ManiacalMedia). Despite this distinct advantage, we still lost! However, the ability to have more than two teams was really fun and made the match even more frantic.

Next we tried a game of King of the Hill. In this mode, one player has to dominate a certain area of the map while keeping it free of opponents. I was thrilled to gain control of the "hill" early on, but it was short-lived. When I returned to the area, it was controlled by another player, and strange floating orbs were everywhere. As I attempted to engage the enemy in combat, I realized that the orbs were floating mines cleverly dispersed with the mine launcher gun. Boom, bam, pow—time to respawn! Damn you, Insomniac players! Talk about having the home court advantage….



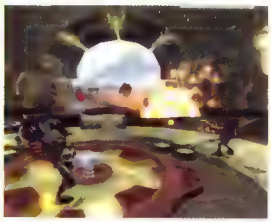
I hope their heads don't dent the front of my pimped-out air scooter!

1100 Hours

Juggernaut was the next mode of play, and it is identical to *Halo 2*'s multiplayer mode of the same name. One player is the Juggernaut and has a more powerful shield, while all other players try to take him out. Only the Juggernaut can score points, so everyone vies to become the "exalted one." The player who becomes the Juggernaut is the last one to damage the existing Juggernaut instead of the player that does the most damage to him. This allows people to slink in and steal the Juggernaut role from others at the last minute. Also, the player who turns into the

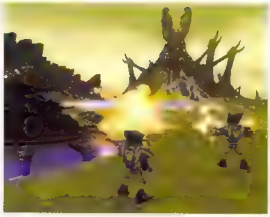
Juggernaut doesn't immediately get full health, so despite the added shield, he can be killed quickly if he has low health. I lost the first Juggernaut match but actually won the second. That's when one of the Insomniac reps chimed in by saying, "OK, now the gloves come off." I guess his ego was bruised (heh heh).

Capture the Flag came up next and plays just like most other CTF games. One team has to capture the other team's flag and return it to their own flag before it is stolen. This is when some of the in-game vehicles became available. While the off-road vehicle is a rip-off of *Halo*'s Warthog, it is a welcome addition. Tearing around the level attempting to create fresh roadkill while your gunner rips everything to shreds is a beautiful sight to behold. Other modes of transportation include flying vehicles and the deadly Spider Tank. This formidable, slow-moving weapon is the last thing that you'd want to see in a dark alley.



How many times have I told you? No particle explosions in the house before breakfast!

The last mode that we played was Conquest, which is very similar to the Conquest mode introduced in *Ratchet & Clank: Up Your Arsenal*. In order to win, players have to capture and hold certain areas of the map to gain points. Holding more areas than the enemy allows your point total to rise faster than theirs, and the winner is the team that reaches the set amount of points first. One nice addition to this mode is the ability to choose which upgrades each area utilizes when it is captured. For example, when your team gains control of an area, a small menu appears that lets you choose between several upgrade options: increasing the damage dealt by the gun turrets in that area, adding shields to those turrets, creating a vehicle spawn point and more. All players on that team get to select which upgrade to use, and the upgrade with the most votes is then implemented. Three cheers for democracy!



Gee, I hope that guy wasn't on our team!

1200 Hours

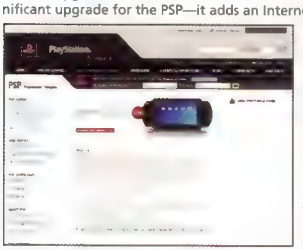
The session was coming to a close when a member of the Insomniac team asked if we wanted to play another game. I immediately responded with a hearty "hell yeah" and we were back in action!

Now I had time to actually check out the level design. One map features two large grassy areas (each with a base in the middle) that are separated by a stream of water. A couple of small bridges connect them and we had lots of fun using various vehicles in this map while playing Capture the Flag. Another level is set on rooftops and threatens players with the chance to fall into oblivion around every corner. Several floating orbs are placed between rooftops so players can latch onto them and swing to the next area. For more intricate battles, one other map we played is taken directly from the single-player mode and features several buildings, giant steps and various hiding spots. This level is lots of fun and is ideal for Conquest mode.

Ratchet: Deadlocked takes frantic multiplayer action and adds wacky weaponry, cool vehicles and plenty of gaming modes to emerge as one of the best online experiences available on the PS2. Look for it to be released on October 25.

SURF THE WEB ON YOUR PSP WITH VERSION 2.0

After a couple of delays, Sony finally managed to release the Version 2.0 upgrade for the PSP in North America. Version 2.0 is a significant upgrade for the PSP—it adds an Internet Browser option in the main menu. Other new features include the ability to play AAC music files (Apple's proprietary format for iTunes) without having to convert them to MP3 format, a new "Theme" option that lets you set any picture as your wallpaper, a new PSP start-up screen when you turn on the unit, 4:3 screen mode for video saved on your Memory Stick Duo, support for additional picture formats (TIFF, GIF, PNG and BMP) and a whole lot more.



If you haven't made the upgrade yet, simply choose the "Network Update" option in the "settings" menu and follow the instructions. Note: You must be able to connect in Infrastructure mode via a wi-fi signal in order to upgrade straight from the PSP. If you are unable to connect with your PSP for whatever reason, you can always set the Web browser on your home computer to www.us.playstation.com/psp.aspx, choose "System Update" to download the upgrade to your computer and then transfer it to your Memory Stick Duo via USB cable.

The Internet Browser utility lets you create a homepage, bookmarks and multiple open tabs and even lets you resize Web pages to better fit the PSP screen. The browser makes handy use of the buttons on the PSP, like being able to use the **L** and **R** buttons as Back and Forward functions for surfing the 'net. Unfortunately, the onscreen keyboard display is a little cumbersome when trying to type Web site addresses. Also, the PSP browser currently does not support Flash-heavy sites or streaming video, but these are features that Sony hopes to implement in the near future.

Mobile Games and Cellular Entertainment

gaming 2go

by Andy Eddy

So you've got a few minutes to kill, but you're nowhere near a console or handheld game system. If you've got a wireless phone, you might have a way out of that predicament....

14

GAMELOFT'S LATEST

Gameloft is closing out 2005 with a big lineup of mobile products. Here are some early impressions of the publisher's new titles:

Medieval Combat. Age of Glory is a 2-D, head-to-head fighting game with lots of action and plenty of options. Recently released, it features seven battlers clad in armor (pieces of which will surely be flying around the playfield in the course of the fight). Successfully pummeling your opponent builds up your magic gauge and enables you to unleash a powerful combo move. In addition to the standard Tutorial and Training modes, other game modes include the self-explanatory Instant Play, Arcade, in which you set a difficulty level and then challenge the others one by one; and Survival, where you need stay alive through as many fights as possible with just one health bar. All this should keep you occupied for a while as you work to master each segment.

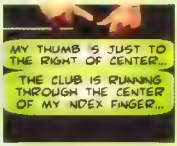
Brothers in Arms: Earned in Blood is a mobile take on Ubisoft's World War II action title. Though nowhere near as detailed, the action is still intense as you take your troops deep into enemy territory. Combat takes place on foot and in tanks, and you have to weed out all the foes scattered around the battlefield. The isometric view enables you to see everything that's going on around you, but it'll still be tough to keep from getting shot up as the threats become bigger and more common. *Earned in Blood* was due out in mid-October.

Massive Snowboarding is Gameloft's run at the *SSX* and *Amped* territory. Though obviously restricted by the size of today's mobile devices, with regards to graphics and gameplay, the game actually is a blast to play. You have five riders to choose from, and once on the course, you can race, do tricks or create a cool video by blowing out a big trick in front of the judges and media. Due out in October, *Massive Snowboarding* offers a ton of unlockables, such as riders, boards and new slopes to carve.

For those who fell for Gameloft's stylish *Midnight Pool*, the next in the series is ready for you to try out. *Midnight Bowling 3D* takes you into a series of bowling alleys—which come off almost like nightclubs with lanes—for some compelling pin smashing. Various gameplay modes (Free Mode, Instant Play and Tournament) keep the action lively, but the most fun is watching the great animation of the various characters. As you compete, you can also roll over icons that occasionally sit on the lane, though the main one is the badge that adds to your list of challenges. Over 30 challenges are offered, and you have to earn each one before you can take it on. Other unlockables include more bowlers, outfits and bowling balls with colorful art on them. *Midnight Bowling 3D* is slated to be released in November.

PLAYING (AND LEARNING) THE LINKS

Teknik Digital Arts signed a pact with pro golfer Phil Mickelson and his instructors to offer "a subscription-based mobile golf game and instructional series." The game title, which is already available, is called *Phil Mickelson 2005*, and pits Mickelson against his archrival, Tijay (certainly not a callout to Vijay Singh, right?), or in a multiplayer contest against up to three other duffers. Meanwhile, the instructional series—called *TIPS* for *Teknik Instructional Player System*—offers animated lessons that can be taken anywhere the player takes his phone. The teaching is offered in comic-like fashion by Mickelson's trainers, Dave Pelz and Rick Smith.



GLUMMERATI CHEAT CODE

Start a new game and enter your name as "vorlon" to enable a cheat mode in this M-rated racing game for the N-Gage. With the code in place, all of the vehicles, tracks and challenges will be unlocked. You'll also have unlimited nitro boosts.

More Mobile Classics

Mforma is going big with mobile versions of some existing video games—one very old and one relatively new. The company that introduced *California Games* on the Commodore 64 home computer and NES game console in the '80s—Epyx was its name—doesn't exist anymore, but the game is being revived to make a new appearance on mobile devices. Available now, it features a cluster of Left Coast-style events, including BMX bike racing, flying disc, foot bag, rollerblading, skateboard half-pipe and surfing. All events are presented in bright colors and sharp graphics, with landmarks studding the background.

Meanwhile, *Monopoly Tycoon* will re-create Atari's spin on the old board game. The title follows many of the same premises as the original tabletop classic, but adds layers of strategy as players try to build up their real-estate holdings, having to decide whether to go big with a few skyscrapers or to shoot for quantity with lots of smaller buildings. Depth is added by having players decide what type of business their buildings will house and even the prices of products sold. *Monopoly Tycoon* is available now.

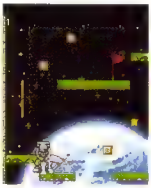
MOBILE GAMING NEWS

• **Phones Get Amp'd Up**—Amp'd Mobile is partnering up with THQ Wireless to offer mobile games to subscribers of the forthcoming Amp'd Live service. In addition to THQ's growing collection of games—including *MotoGP*, WWE and mainstream sports titles—the service will have a bunch of wallpaper and ringtones available when Amp'd Mobile launches later this year. The new mobile-entertainment company is targeting an 18 to 35-year-old audience with high-speed service offering 3-D games, video and music downloads.

Amp'd has also announced that it's become the wireless sponsor of the Snoop Youth Football League. The partnership with Snoop Dogg and his new league—which he says will "make football more affordable for all the kids who want to play"—will not only result in a "channel" of actual game highlights, but also result in a 3-D multiplayer mobile game being offered. The game is slated to come out before the end of the year.

KONAMI 2 GO

Konami is joining some of the other big, traditional video-game publishers with a jump into the mobile arena on a bigger scale. The first new title, *Frogger Puzzle*, is a deviation from the arcade classic and an adaptation of the Game Boy Advance title. As the name implies, you need to guide Frogger through 30 levels of jumping challenges, going from the start to his goal without falling. By pushing blocks, he creates a path, though he'll need to leap across some gaps as well. *Frogger Puzzle* was targeted for an October release on multiple carriers.



Gotta Go Golf is expected to ship in late October or early November on Cingular and T-Mobile to start. More like miniature golf than big links games like Electronic Arts' *Tiger Woods PGA Tour* series, *Gotta Go Golf* offers a series of puzzle-like holes in which you have to get the ball to the flag by setting the angle and power of the shot. However, instead of such standard obstacles as sand traps and trees, this game sets up walls, floating blocks and staggered platforms that you have to negotiate in order to get a low score.

Also, though it released a *Frogger* mobile game nearly two years ago—as a third-party release, where it sold quite well—not far away is an upgrade/replacement in the form of *Frogger for Prizes*. The new title, created in conjunction with InfoSpace, takes the old arcade classic and turns it into a national tournament for players. Daily, weekly and monthly prizes will be doled out, including wallpapers and console video games, and if you don't want to participate in the competitions, you'll be able to play the standalone game.

Finally, Konami has teamed up with Thumbnail to release wallpapers of its various game brands, including *Boktai*, *Castlevania* and the *Rumble Roses* girls. Many selections are available now on the Konami.com website, and the company plans to offer ringtones in the future as well.

WWE SMACKDOWN & RAW

Greetings, sports fans, and welcome to the Tips & Tricks sports section. In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS SPORTS DESK

by Josh Engel

Vol. 61

NHL 2005-2006 Season Predictions

Outside of Canada, it's likely that most of you forgot that the 2004-2005 NHL season was cancelled due to a player lockout. But the players and owners have worked out their differences, and the NHL will once again hit the ice this season. Collective bargaining agreements have been reached, a few players have switched teams and some new rules have been instituted to create more scoring, but the bottom line is that hockey is back.

To celebrate the return of the NHL, we've decided to make our bold predictions for this season with the help of 2K Sports' *NHL 2K6* on the Xbox. We simulated the entire season through the playoffs to see who would come out on top. There were some surprises, but in the end it seems as if the NHL is back to its old self. Detroit and New Jersey dominated the regular season, but hockey fans know that the *real* season begins in April with the start of the playoffs.

The first round went as expected in the Western Conference, with the top four seeds advancing. But in the East, Toronto's playoff-proven veterans led the way in a 4-games-to-2 victory over the third-seeded Buffalo Sabres.

In the second round, top-seeded Detroit easily beat 4th-seeded Vancouver 4-1, while #3 San Jose doused the #2 Calgary Flames, 4 games to 1. Over in the East, #1 New Jersey ended Toronto's hopes with a 4-1 win, while the upstart (and 5th-seeded) New York Rangers shocked the second-seeded (and defending champion) Tampa Bay Lightning, 4-3.

The only big upset in the Western Conference came in the Conference Finals, where the San Jose Sharks did what they *couldn't* do in 2004: reach the Stanley Cup Finals. The Sharks' relatively easy 4-1 series win over the top-seeded Red Wings meant they'd be up against the East's #1 seed, the New Jersey Devils. Because it just wouldn't feel like the Stanley Cup Finals without the Devils, who have been there in three of the past five seasons.

In the Finals, it was an instant classic, as the teams battled back and forth the entire series. In fact, neither team ever led the series by more than one game. The Devils won Games 1, 3 and 6 while San Jose took Games 2, 4 and 5. Which meant, of course, that the Stanley Cup Finals would be going to a 7th game in New Jersey. History was on New Jersey's side, since 11 of the 13 teams that have hosted Game 7 in the Finals have won. And the Devils made it 12 of 14, as they won the deciding game and once again hoisted Lord Stanley's Cup.

Western	W	L	OTL	SOL	PTS
Detroit	48	21	8	5	109
Calgary	48	29	5	0	101
San Jose	46	30	3	3	98
Vancouver	45	33	2	2	94
Phoenix	43	32	4	3	93
Los Angeles	44	34	3	1	92
Anaheim	43	33	4	2	92
Colorado	41	33	7	1	90

Eastern	W	L	OTL	SOL	PTS
New Jersey	53	25	2	2	110
Tampa Bay	46	27	5	4	101
Buffalo	44	29	5	4	97
Florida	45	29	4	4	98
NY Rangers	44	29	4	5	97
Toronto	43	33	3	3	92
Philadelphia	43	34	2	3	91
Montreal	44	36	1	1	90

Individual Leaders: Jarome Iginla—80 goals,
Doug Weight—72 assists, Jaromir Jagr—115 points (77 G, 48 A)

Art Ross Trophy (Scoring Leader): Jaromir Jagr
Hart Memorial Trophy (MVP): Martin Brodeur
James Norris Memorial Trophy (Best Defenseman): Derek Morris
Lady Byng Memorial Trophy (Best Sportsmanship): Brad Richards
Calder Memorial Trophy (Rookie of the Year): Alexandre Giroux
Vezina Trophy (Best Goaltender): Martin Brodeur

First Round

Detroit beats Colorado 4-2
Calgary beats Anaheim 4-3
San Jose beats L.A. 4-2
Vancouver beats Phoenix 4-2
New Jersey beats Montreal 4-2
Tampa Bay beats Philadelphia 4-0
Toronto beats Buffalo 4-2
NYR beats Florida 4-2

Second Round

Detroit beats Vancouver 4-1
San Jose beats Calgary 4-1
New Jersey beats Toronto 4-1
NYR beats Tampa Bay 4-3

Conference Finals

San Jose beats Detroit 4-1
New Jersey beats NYR 4-2

Stanley Cup Finals

New Jersey beats San Jose 4-3

Conn Smythe Trophy (Playoff MVP):
Patrick Elias (9 G, 14 A)

NCAA Football 06: Race for the Heisman Part 2

Last month I created my own future legend and threw him into the fire of the "Race for the Heisman" mode in EA Sports' *NCAA Football 06*. This month, we'll see how Warrick Moon's sophomore season turned out.

Freshman Season Stats
204-328, 3558 yards, 37 TD, 10 INT

After a successful year in which Warrick Moon was named to the Freshman All-American Team and the 1st Team All ACC while leading the Florida State Seminoles to a victory in the Chick-Fil-A Peach Bowl, expectations were high for his second virtual season. And after such a solid rookie campaign, it was no surprise that Warrick's ratings went up:

Ratings	Freshman	Sophomore
Overall	82	90
Awareness	62	78
Throw Power	92	93
Throw Accuracy	91	94
Stamina	80	82
Injury	80	80

Along with high expectations for Moon, the coaches and media were looking for a good year from the team as well. The Seminoles were ranked #7 in the preseason polls and were picked to finish first in the competitive ACC, so Warrick knew other teams would be gunning for them.

The 'Noles first test came in Week 2 (after a bye in Week 1) against Sun Belt Conference lightweight Florida International University. OK, it wasn't so much a test as it was a warm-up for the tough ACC schedule the Seminoles would be facing later in the season. Even though this was supposed to be a cakewalk, Florida State struggled, escaping with a 34-24 win. Warrick, however, didn't have any difficulty carving up the Golden Panthers' defense, going 20-34 for 286 yards and 3 TDs.

Next up were the mighty men of Troy. No, not USC—this was the much less intimidating Troy University. Considering the softness of this opponent, Warrick only played the first series of the game, going 4-5 for 24 yards and 1 TD. With the win, Florida State climbed to a #5 national ranking heading into an ACC game against Boston College.

Even though Moon played a good game (19-25, 245 yards, 1 TD), the Eagles pulled off the upset, winning 24-20. The loss definitely hurt the Seminoles' chances in the ACC, and it also knocked them down to #14 in the national polls. He was having a decent season up to this point, but this loss definitely hurt Warrick's chances in the race for the Heisman.

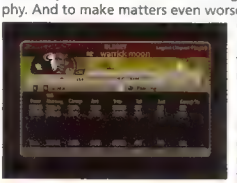
A shot at redemption came in Week 5 at in-state rival and #5-ranked Miami. Despite going down briefly in the 2nd quarter with a strained pectoral, Moon came back and finished strong. Down 21-14 with 1:03 to play in the 4th quarter, Warrick completed a 3rd and 10 pass that went 61 yards for the game-tying touchdown. In overtime, the Seminoles scored a touchdown and were able to keep Miami out of the end zone, giving Florida State a 28-21 victory. This game was the inverse of the Boston College game: the 'Noles won, but Warrick's performance (14-32, 319 yards, 2 TD, 2 INT) probably dropped him farther down the Heisman hopefuls list. So the lesson here is that while winning is important, individual stats are vital when you're trying to get noticed by the Heisman voters (contrary to what every coach has ever told you about teamwork being more important).

With that in mind, I realized it was time to step it up a bit and start racking up Warrick's stats, regardless of the game situation. After a simmed win over Wake Forest (11-18, 159 yards, 2 TD), I saw an opportunity to really put my man on the map: a huge ACC game against #18 Virginia. Of course, it was also a shot at redemption for the two losses Florida State suffered at the hands of UVA in Warrick's freshman year. And this time, Moon came through, leading FSU to a convincing 42-10 stomping. Warrick threw for 406 yards and 5 TDs, but he only completed 15 of 36 passes—not a good completion percentage.

Back up to #5 in the nation, the Seminoles rolled to wins over Duke and Maryland. In those two games, Moon was a combined 44-62 for 578 yards, 6 TDs and 2 INTs. With two of the next three games against ranked opponents, I knew I had both Warrick's and FSU's fate in my hands. Unfortunately, the defense of #17 North Carolina State was too good and Florida State lost, 34-18. And Moon's performance was just as bad: 14-37, 379 yards, 2 TDs, 3 INTs, 6 dropped passes.

A simmed win over Clemson got the Seminoles back on the right track, which was good because the hated #11 University of Florida Gators (7-3) were coming to town. At 8-2, the 'Noles were still in good position for a New Year's Day bowl game, but a dominant performance against the Gators was needed for Warrick to get noticed. Which is why this was the worst possible time for Warrick to have an atrocious day: 5-27, 45 yards, 0 TDs, 3 INTs. And the final score of 31-0 in favor of Florida didn't make things any better.

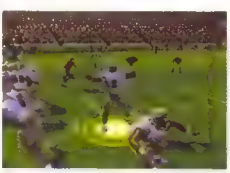
With a regular season record of 8-3, a second place finish in the ACC (Atlantic) and a national ranking of #13, I knew that Warrick definitely wouldn't be in the running for this year's Heisman Trophy. And to make matters even worse, the player who *did* win it was only a sophomore, meaning my guy would have his work cut out for him over the next two years.



Here's a statistical comparison of Warrick and the 2006 Heisman Trophy winner (QB #13 from Texas Tech):

Warrick Moon: 184-335, 3,037 yards, 28 TDs, 13 INTs
QB #13: 348-478, 4,960 yards, 50 TDs, 12 INTs

Obviously I've got a long way to go if those are the kind of numbers needed to win the big prize.



But Warrick and the Seminoles still weren't done, as 13th-ranked Florida State accepted an invitation to play #12 Pittsburgh in the Gator Bowl. Warrick and the 'Noles were able to accomplish two things in that game: Finish the season with a win, and make a bold statement. Despite being ranked one spot below the Panthers, FSU rolled to a 73-7 win. But it wasn't Moon who led the charge, although he had a good game: 13-22, 216 yards, 4 TDs. In this game the spotlight was on HB #28, who tore through Pitt's defense: 26 carries for 320 yards and 4 TDs! Too bad he's a senior and won't be able to carry that performance into next season. We'll be back next month to chronicle Warrick's junior season in his pursuit of college football's biggest accolade.

JAPAN REPORT!

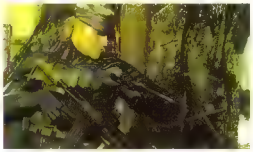
by Anatole Brown

NEW Club Nintendo Goods

With the Nintendo DS and Game Boy Micro heating up in Japan, Nintendo rolled out a slew of new Club Nintendo goods for those lucky collectors in Japan. Customers who buy Nintendo products in Japan can cash in their Club Nintendo points and get all kinds of special rewards. The hot club item is the Famicom II Conversion faceplate for the Famicom version Game Boy Micro (it makes the Micro look like the Famicom system's second controller, which had a number "II" as well as a built-in microphone and volume control). Wario now gets his own special yellow GameCube controller with his "W" logo. A Club Nintendo GameCube controller is also now available. The Mario hat that you see is actually a soft case with a zipper for the Nintendo DS. And after the soft sounds of the Peach soundtrack and the hard rockin' tunes of Bowser (see *Japan Report!*, June 2005), the new Luigi CD features 27 Nintendo music tracks that "grow on you!" Other new items include clear files featuring Nintendo characters, a set of Nintendo DS styluses that come in different colors and a case for your DS games.

OLD MAN SNAKE!

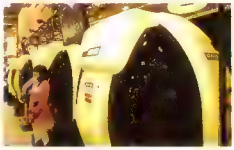
The Revolution controller wasn't the only surprise at the 2005 Tokyo Game Show. *Metal Gear* creator Hideo Kojima, who always seems to have an ace up his sleeve, shocked everyone at the show with a nine-minute video of *Metal Gear Solid 4: Guns of the Patriots* for the PlayStation 3. The big surprise? Snake is an old man! Gone is the five-o'clock scruff and Prell-scented mullet—Snake now sports a mustache and white hair. He still likes his bandanna, stays in shape and hasn't kicked his cigarette vice, but he has lost more than a step and is tired from years in the field. As you can see from the picture, Snake has a sensor on his eyepatch that will play a key function in the game. *Guns of the Patriots* will take place in an all-out war zone. We'll bring you more details on the most anticipated game for the PS3 as they come in!



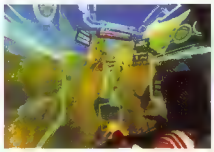
PLAY-YAN MICRO

With the smaller Game Boy Micro hitting store shelves, Play-Yan has also decided to miniaturize its multimedia cartridge (see *Japan Report!*, April 2005) to fit the new, compact handheld. In fact, the older Play-Yan device will be discontinued in favor of the new and improved Play-Yan Micro. Play-Yan Micro is a cartridge that has a slot for an SD memory card so you can play various multimedia entertainment on a Game Boy Advance SP, Nintendo DS or Game Boy Micro. The Play-Yan supports MP3 and MPEG-4 formats for both audio and video files. Other than the smaller size, the biggest difference between the regular Play-Yan and the Play-Yan Micro is better support for all MPEG-4 files, whereas the older Play-Yan required you to download a patch. The Play-Yan Micro was released on the same day as the Game Boy Micro in Japan for 5,000 yen (about $45). You can watch movies for about three hours or listen to music for about five hours on a single charge of the Micro's battery. The DS, on the other hand, is capable of playing five hours of movie clips and up to 10 hours of music using the Play-Yan Micro.

GUNDAM PODS

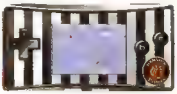


Every *Gundam* fan dreams of entering a cockpit and commandeering a giant Mobile Suit! With this in mind, Banpresto and Namco demonstrated their new joint project at the recent AM (Amusement Machine) Show in Japan. *Kidousenshi Gundam: Senjou no Kizuna* (*Mobile Suit Gundam: Bonds of the Battlefield*) is an eight-on-eight mech battle game where players enter cockpit-like capsules called P.O.D.s, or Panoramic Optical Displays. Inside the cockpit are two levers and foot pedals used to control your Mobile Suit. Teams are divided into Federation and Zion squads and can battle it out until one team's collective health meter runs out. Players gain points that are stored on their game cards. The points can then be used to acquire a more advanced Mobile Suit. The game is still in its testing stages, but Banpresto and Namco hope to release it to major arcades in Japan soon.



GAME BOY MICRO DESIGNS

Several companies and designers were asked to create their own Game Boy Micro faceplates to celebrate Mario's birthday. The faceplate designs are not actually for sale, but they give you a good idea of the possibilities for various styles. The designs are all featured on giant posters that have been appearing everywhere in Japan, like train stations and office buildings. Some of the contributing companies include Tower Records, Fuji Film, Shiseido, the Hanshin Tigers baseball team and Cup Noodle!



THE REVOLUTION CONTROLLER

Nintendo finally dropped the other shoe and revealed the long-awaited controller for its upcoming Revolution game system at the 2005 Tokyo Game Show. After all the fan speculation about the look of the controller—ranging from a Virtual Reality helmet to a DS-like touch-screen control pad—Nintendo unveiled what looks a lot like a remote control unit for a TV. The controller has an On/Off button on the top corner, below that is a standard D-pad, followed by a giant **A** button under it. There is a **B** button trigger located just under the D-pad. Three small buttons line the middle: **SELECT**, **START** and **HOME**. Finally, small **a** and **b** buttons are located at the bottom with a light indicator showing which player you are controlling (Player 1 through 4). It is assumed that you can also hold the controller horizontally with both hands, like a NES controller.

The real secret weapon of the Nintendo Revolution controller, however, is its motion sensor technology. The controller is basically a wand which acts as a pointing device when aimed at the TV screen. The controller also senses 3-D depth and tilting, thus incorporating physical movement in addition to merely pointing at parts of the screen. An additional analog stick attachment will also be available, although it's not clear if this will be included with the Revolution or sold separately. The analog stick attachment, which also includes two extra buttons, connects via a cord to the main controller. *Mario* and *Zelda* creator Shigeru Miyamoto likes to call it the "nunchuck" attachment!

A short video was shown at the announcement demonstrating how games will potentially be played using the controller. The video did not show any game footage, but instead showed people using the controller and playing hypothetical Revolution games. For example, the video begins with a young couple playing what looks to be a game of squash as they swing the controller at a ball on the screen. Another segment showed a chef banging the controller on the table like he was cutting up sushi on a cutting board, then he shook the controller as if he was tossing food in a wok. Other examples showed players using the controller like a fishing rod, a light gun, a flashlight (in a horror game), a conductor's baton and a dentist drill!

It's clear from the video that the Revolution and its games are meant to appeal to a wide group of people, both young and old. But will the Nintendo's new console actually be called "Revolution"? The newer pictures of the console released at Tokyo Game Show no longer bear the Revolution logo, prompting many people to think that the name may actually change by the time the console is released sometime in 2006. Another question that arises: Since classic Nintendo games from the NES to the N64 will be downloadable for play on the Revolution system, how does one play the classic games using this controller? There are rumors that Nintendo will provide classic peripheral attachments, but the most obvious answer to this question is the fact that existing GameCube controllers (including the wireless Wavebird) can be used with the Revolution as well.

The Revolution controller design may be the boldest move ever made by any company in the history of video games, even more so than Nintendo's own Virtual Boy. Success is not guaranteed in any way for Nintendo—it has taken the standard playbook followed by Sony and Microsoft and ripped it to shreds. With the Revolution controller now revealed, it's clear that Nintendo wants to change the way we think about video games altogether. Are you ready to follow Nintendo into a new era?

GAME BOY MICRO FAMICOM VERSION

The Game Boy Micro was launched in Japan on September 13th, which also happened to be the official 20th birthday for Mario. (The original *Super Mario Bros.* game was released for the Famicom system—the Japanese version of the NES—on September 13, 1985.) To commemorate this momentous occasion, Nintendo introduced a special Famicom version Game Boy Micro in addition to the four regular Micro colors (Silver, Black, Blue and Purple). The Famicom version sports the gold and red Famicom (NES) trim and has the Mario 20th Anniversary logo on the back. It comes in a specially designed retro-style package showing the Bowser boss battle stage. The Famicom version costs 12,000 yen (about $109), the same as the solid color Game Boy Micros, and is not a limited edition, so it's readily available at most retail stores in Japan. So far it seems to be the most popular Game Boy Micro design in Japan.

MYSTERY "RING OF LIGHT" BUILDING

For months, Japanese commuters scratched their heads as they passed a white building being constructed on Aoyamadori Avenue with a giant, green Xbox 360 "Ring of Light" symbol. The mysterious building which sits in the hip, boutique shopping district of Omotesando was the talk of the town as building contractors quietly built whatever was inside. At the recent Xbox 360 conference in Japan just before the 2005 Tokyo Game Show, Microsoft revealed that the "Ring of Light" building will actually be a special Xbox 360 sampling lounge to be opened in November. The lounge will be open to the public so anyone can go in and play an Xbox 360 game whenever they like. Although there are no plans for a similar lounge in the U.S., this is clearly a much-needed tactic by Microsoft to gain acceptance in Japan after the disappointing performance of the Xbox in the Japanese market.

MARIO T-SHIRTS

Every game developer owes a debt to Shigeru Miyamoto and his *Super Mario* series for inspiration. In order to celebrate Mario's 20th birthday and as a big thank you to Shigeru Miyamoto, several Japanese developers designed their own Mario T-shirts. Yuji Naka, creator of *Sonic the Hedgehog*, honored the plumber by putting a red hat on Sega's blue mascot! Yoot Saito, the outspoken head of Vivarium, put a red hat and white glove on the *Seaman* logo. Kazutoshi Iida, the quirky brain behind *Tail of the Sun* and *Doshin the Giant*, created his own impression of Mario. Other shirts include Chibi-Robo as Mario and Bakataaru Kato (editor of *Weekly Famitsu* magazine) dressed as a demented Mario. These shirts are only available through www.mario.tv and cost a whopping 3,800 yen each (about $35). Unfortunately, they only ship to a Japanese address. More shirts from different developers are expected to be added.

FINAL FANTASY WORLD

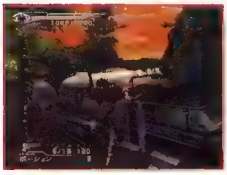
Vol. 27

by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!

DIRGE of CERBERUS FINAL FANTASY VII

Dirge of Cerberus: Final Fantasy VII is going to have online features, and beta testing was scheduled to begin in Japan in the beginning of September. Due to some last-minute programming issues, the beta testing has been postponed for a few weeks. Until then, here are some new screens of this long-awaited title.



FINAL FANTASY FAN

Special Kingdom Hearts Edition

I have a question about Kingdom Hearts. *In Hollow Bastion, there's still one chest I need in order to get all 101 Dalmatians....*

—Jackie Mitchell
Tecumsel, OK

There are four chests containing Dalmatians in Hollow Bastion.

1. Dalmatian Puppies 91, 92, 93: A chest located behind the rocks in the beginning of the Rising Falls area.

2. Dalmatians 94, 95, 96: The second one is in the Castle Gates area. After you open the door to the Lift Stop by putting in all four emblems of the heart piece, go through the Lift Stop hallway and up the stairs back into the Castle Gates area. There is an orange crystal outside which you can activate to start a moving platform. Get on it and it will bring you near a floating chest. Cast Gravira on the chest and it will lower.

3. Dalmatians 97, 98, 99: The third one is in the High Tower. You reach it by riding the extra-large moving platform, moving through the Lift Stop hallway again, and then going up the stairs into the High Tower. Look around to see that there is a floating chest outside. Once again, cast Gravira on the chest to lower it.

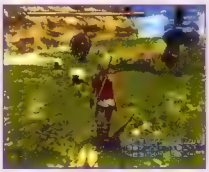
4. Dalmatians 61, 62, 63: This chest does not appear until after you defeat Behemoth. Go back to the area (Grand Hall) and the chest will be there, to the left of the huge keyhole, on top of the red fleshy-looking low ledge.

Judging from your letter, you seem to think there is a Dalmatian chest in the Waterway. It wasn't really clear what you were talking about, but if there's a chest you can't seem to reach, don't forget about the Trinity abilities, or the Glide ability you got in Neverland. With all the Trinities learned, and with the High Jump and Glide abilities equipped, there are very few places you can't reach normally. Hope this helps!

—Charlotte

FINAL FANTASY XII

Here are some screens from a recent playable demo of *Final Fantasy XII* that was made available on the Square Enix Party 2005 show floor. Notice the cameos by the *Final Fantasy XI* Mandaragoras.



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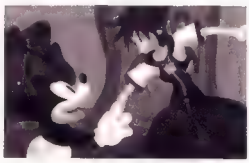
Disney | SQUARE ENIX

Kingdom Hearts

Kingdom Hearts II is scheduled to be released in Japan by the end of this year; the U.S. version should follow, hopefully within the first few months of 2006.

Recent press events have revealed several of the new worlds in the game, including Steamboat Willie, The Pirates of the Caribbean and Disney Castle.

Steamboat Willie



Sora and friends get a black-and-white Disney makeover when they enter the world of *Steamboat Willie*, the classic animated short that is famous both for being the first Disney animation to incorporate synchronized sound, and for debuting a then-unknown Mickey Mouse, way back in 1928. Steamboat Willie was formally announced as one of the new *Kingdom Hearts II* worlds at the Square Enix Party that was held in Tokyo this past summer. Scans from Japanese magazine *Weekly Famitsu* reveal that Sora, Goofy and Donald all sport the same "pipe cleaner" look as hero Mickey and villain Pete, with spindly legs and arms.

Final Fantasy Cameos

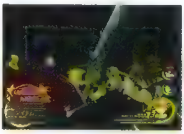
Cloud and "Leon"

New scans from *Weekly Famitsu* show Cloud Strife and Squall Leonhart standing back to back. Cloud sports his character design from *Advent Children*. If you look closely at the photo, he appears to be wearing the "Cloudy Wolf" pendant from the movie.

Seifer

This hasn't been officially confirmed yet, but it appears as though Seifer (Squall's rival from *Final Fantasy VIII*) might be a companion of the mysterious "Blonde-Haired Kid." Those of you keeping up with the *Kingdom Hearts II* news already know that the BHK, as he's come to be called, also wields a Keyblade, and it's not yet clear if he's working with or against Sora and his companions.

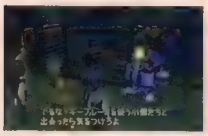
Auron



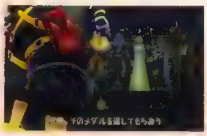
So far only Auron from *Final Fantasy X* has made any official appearances in screenshots released to the U.S. media. Unlike Tidus, Wakka and Selphie in *Kingdom Hearts*, he's in his adult form, sans sake jug.

Pirates of the Caribbean

The Pirates of the Caribbean: The Curse of the Black Pearl is the first live-action Disney movie to be added to the *Kingdom Hearts* universe. Early screens indicate that both Jack and his rival, Barbossa, will be rendered in both human and skeletal forms. Here are some screens from the Japanese version of the game, with approximately translated captions.

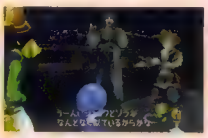


"However, if you see kids with a Keyblade, be careful."



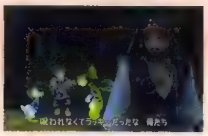
"Kid, hand over the medal."

"Captain Jack!"



"Hmm, because Jack and Sora kind of look alike."

"Then there was a man who hid his face in a black hood."

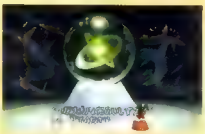


"We're lucky not to get cursed."

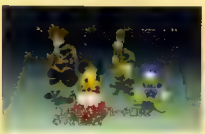
Disney Castle

With Mickey out of the house, it's up to Minnie to hold down the fort and deal with any problems that might crop up around the homestead—like an infestation of flying Heartless. This time around, Sora gets to go inside Disney Castle to help exterminate the menace. As before, these are approximate translations of the Japanese text.

"The thorn bush is growing and it hurts!"



"Please watch. This is the foundation of the light."



"It's the detestable Key Blade user and his underlings!"

"All right, beyond here is a completely different world."

"Aren't you being awful? What happened to our promised date?"

"It said in the King's letter that you are a courageous young boy."

TIPS & TRICKS COLLECTOR'S CLOSET

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collector's column is for you.

Vol. 49

COLLECTING VIDEO-GAME SOUNDTRACKS

Remember when video-game music was nothing more than monophonic beeps and chirps generated by anemic 8-bit processors? The childlike melodies that accompanied games like *Pac-Man* and *Donkey Kong* were often created by the same designers who programmed the games' graphics and gameplay, not by composers or musicians. And with such primitive hardware, many of them settled for brief jingles or simplistic excerpts from public-domain classical compositions. Back then, the idea of listening to and appreciating video-game music on its own was laughable; aside from hardcore arcade fanatics and Moog aficionados, who could find merit in these repetitive, mechanical themes?

In today's multi-billion-dollar game industry, video-game soundtracks are produced on the same scale as Hollywood feature films, in terms of both talent and budget. So it makes sense that the general public would be interested in listening to game soundtracks on CD in the 21st century, whether they be orchestral epics like the *Advent Rising* score or themed collections of existing popular music like the *Grand Theft Auto: Vice City* box set. The mainstream acceptance of video-game music as an art form is a relatively recent development in the U.S., but in Japan, game soundtracks have been popular for over 20 years. Naturally, there are game soundtrack collectors all over the world who bid surprisingly high amounts when rare game soundtracks appear in online auctions.

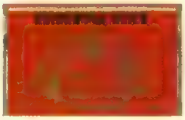
So, which game soundtracks are the most valuable? The answer depends on whether you actually listen to video-game music for enjoyment or just line up your soundtrack CDs on a bookshelf as an investment. Either way, we hope you enjoy our look at some of the more interesting examples of collectible video-game music.

This might come as a surprise to those of you who have never owned a record player, but the world's first video-game soundtrack was Namco's *Video Game Music*, released in Japan during April of 1984 on vinyl (and possibly cassette). It featured themes from Namco arcade games like *Pole Position*, *Mappy* and *Xevious* and was later issued on CD. (An early version of the LP featured the cover character with no "mouth" and a brown suit instead of green; it is considerably more rare than the version pictured here.)

This "flexi-disc" featuring the music from Atari's *720°* arcade game is one of the first video-game soundtracks released in the U.S., if not *the* first. This flimsy promotional item was handed out to arcade distributors in 1986, and is very scarce today.

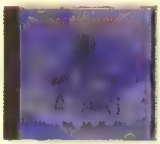
With the audio cassette replacing vinyl records as the dominant media for sales of recorded music, many publishers in Japan started to issue game music on tape. In addition to the musical score from a game, many of the early Japanese soundtracks came with bonus material; Konami's *Gradius* arcade soundtrack (1987) included sound effects from the game as well as a small booklet of *Gradius* sheet music.

One of the most ambitious and influential video game soundtracks of all time was the epic score of Falcom's *Ys Book I & II* for the PC Engine CD system (a.k.a. TurboGrafx-CD or TurboDuo). This blend of sweeping orchestral themes and hard rock was the glorious introduction to CD based game audio for many people both in Japan and North America. There are literally dozens of *Ys* soundtrack CDs with variations on themes from all of the games in the series, we've even heard fan-created soundtracks to "imaginary" *Ys* sequels!



Collectors love obscure memorabilia, and we dare any game soundtrack collector to top this: Meldac's original soundtrack to its little-known Game Boy title *Heiankyo Alien*, distributed (as far as we know) only to members of the press at the 1990 Summer Consumer Electronics Show in Chicago. This cassette features all the music from the game and even an "arranged version" of one track. (In video game music parlance, "arranged" refers to live musicians with real musical instruments playing music that was originally produced by the sound chip in a game system.)

In the early '90s, many Japanese game publishers endorsed live bands who would not only record high-energy rock versions of songs from their games, but also perform them live in concert. This *After Burner* CD by Sega's S.S.T. Band is just one example from this unusual period; other video game music groups included Alph Lyra (Capcom), Zuntata (Taito), the J.D.K. Band (Falcom) and Gamadelic (Data East). Such bands would actually tour together and play at "Game Music Festivals" — can you imagine?



Japanese game music fans don't usually get too excited about Western game soundtracks, but one successful exception was *That's Atari Music*, released in Japan in 1991. Featuring tunes from Atari coin-ops like *Marble Madness*, *Rampart* and *Klax*, it was popular enough to inspire both a sequel (*That's Atari Music Vol. II*) and a reissue of both discs in 2002. And it still hasn't been released in the U.S.!

Super NES and Genesis fans may know that over the top New York rock band Green Jelly wrote the soundtrack to Acclaim's *Maximum Carnage*, but not all of them were lucky enough to get their hands on this limited edition cassette EP, which features two of the game's songs performed by the band (the original studio versions, before they were converted into 16-bit cartridge "chip music").

The combination of rarity, music quality and game popularity have made the Japanese *Super Metroid: Sound in Action* CD one of the most prized game soundtracks in any country; it's been going for over $100 on the rare occasions when it shows up on eBay. Its original 8-bit *Metroid* bonus tracks and "arranged" tunes are nothing to write home about, but *Super Metroid* had some of the best game music of its era...and unlike many out-of-print game music CDs of the mid-'90s, this one hasn't been reissued.

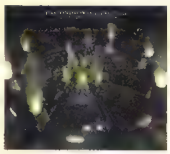
Nintendo bundled this *Super Smash Bros. Melee* CD with the January 2003 issue of *Nintendo Power*. Instead of music ripped from the game, it's actually a live recording of the New Japan Philharmonic orchestra performing 15 *SSBM* songs at a concert in Tokyo. A great collectible, wonderful to listen to...but the sleeve is hard to find in mint condition because it had to be torn open in order to remove the CD from inside.

Released in 1994, *Virgin Games Greatest Hits Volume One* by Tommy Tallarico is noteworthy because it was the first U.S. video-game soundtrack to be issued by a major label (Capitol, the freakin' Beatles' record company!) and it was one of the first game music CDs to be widely distributed in traditional music retail outlets in North America. If you only know Tallarico as the outspoken co-host of *Electric Playground* and *Judgment Day* on the G4 cable TV network, his well crafted game music CDs will show you why he's qualified to speak out about issues in the game industry

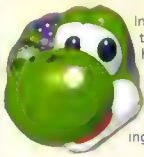
With an original MSRP of 15,540 yen (about $140!), the *King of Fighters NeoGeo's Soundtrack: 10th Anniversary Memorial Box* can be aptly described by the Neo•Geo console's original slogan: Bigger, Badder, Better. This hefty nine-CD set delivers the original soundtrack to all of the *King of Fighters* arcade games from '94 to '02, plus a bonus DVD chronicling the history of the series and—get this—a package of "Bang!-Aid" *King of Fighters* adhesive bandages, presumably to wrap around the toes you'll injure if you accidentally drop this box set on them.

There's nothing worse than a game music CD that's "based on" a game but doesn't actually feature the game's soundtrack. This piece o'crap claims to be "the expanded soundtrack from *Primal Rage* the arcade game." Lies! Let's see a show of hands: How many of you bought the *Tony Hawk's Pro Skater 3* soundtrack, only to find that most of the songs from the game were not on it...and that half of the CD was filled with music that didn't appear in the game? If you ever see the words "inspired by" on a game soundtrack, run away screaming.

OK, so the *Grand Theft Auto* soundtracks don't have anything to offer to hardcore fans of original game music. However, the two-disc version of the *San Andreas* original soundtrack has "collectible" written all over it, because inside is a DVD that details the events leading up to the game's opening scenes. This short feature is a part of the *GTA* storyline that can't be found in the game itself, nor is it included in the larger (and more expensive) eight-CD *San Andreas* box set.



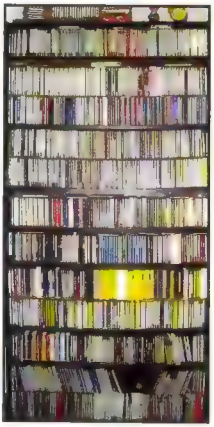
Like the *Ys* series, the *Final Fantasy* games have inspired countless soundtrack CDs with various configurations of original themes, remixes, "arranged" tracks (some with vocals) and even hard rock interpretations of *Final Fantasy* themes, courtesy of composer Nobuo Uematsu and his Black Mages touring band. The king of them all, however, is this Japanese *Final Fantasy VII* Original Soundtrack box set: four CDs packed with some of the most inspired, dramatic and just plain beautiful video-game music you could ever hope to hear



In 1997, fans who ordered products from Nintendo's "Power Supplies" mail-order catalog had the opportunity to buy special "shaped" soundtracks for the Nintendo 64 games *Yoshi's Story* and *Diddy Kong Racing*. The CDs themselves were die-cut in the shape of Yoshi and Diddy's heads, making them can't-miss collectibles.

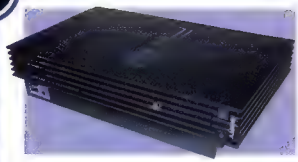
In addition to the Yoshi and Diddy Kong "shaped" CDs, many other Nintendo soundtracks were only available by mail-order in the U.S., including *Donkey Kong Country*, *The Legend of Zelda: Ocarina of Time*, *Super Mario 64*, *Perfect Dark* and more. This *Paper Mario* two-disc soundtrack was an exception; it was only available as a premium for those who renewed or ordered a new subscription to *Nintendo Power* magazine during a period of several months in 2001

ROOM OF DOOM



This month's featured video-game collection belongs to Atsushi Fukai of Kanagawa Prefecture, Japan. Only it's not a collection of games; you can't really tell by looking at the photo, but this entire bookshelf is actually stuffed with video-game music CDs. (Most of his vinyl and cassette soundtracks are stored in a different area.) Atsushi started collecting video-game soundtracks 17 years ago, and his Room of Doom is practically a museum of game music. Two of the rarest items in his collection are the *Star Ixiom* original soundtrack CD and the *Metroid/Parthena no Kagami* (*Kid Icarus*) Orchestra Mix record; Atsushi paid over 20,000 yen (about $175) for each!

We invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send several photos of your proudly-displayed games to "Room of Doom," c/o *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell us about the highlights of your collection.



PlayStation 2 tips

18 WHEELER AMERICAN PRO TRUCKER
Secret Character
At the title screen, press and hold the ◇ button and start a game. Continue holding the ◇ button until the Mode Select Screen appears. Now release ◇ and choose any mode; Nippon Maru will appear as a playable character

4X4 EVOLUTION
Secret Codes
Enter any of the following codes at the title screen. A special message will appear after entering each code correctly.
Unlock all cheat trucks—**L1, L2, R1, R2, L1, R1**
Start with $1,000,000—**L2, ↑, R1, ○, R1, L1, L2, ↑, R2, ↑, R1**
Slow-mo mode—**L1, L2, R1, R2, ↓, ↓**
Warp speed mode—**L1, L2, R1, R2, ↑, ↑**

AIRFORCE DELTA STRIKE
Cheat Code
At any time during the game, press **START** to pause, then enter the following code at the "Pause" screen: Press **Up, Up, Down, Down** on the left analog stick, press **Left, Right, Left, Right** on the right analog stick, then press **L3, R3** (push the analog sticks until they click). You'll hear a chime to confirm the code, when you unpause, you'll see that your missiles and damage gauge have been refilled. Note: This code only works once in each mission.

AMPLITUDE
Cheat Codes
Enter the following codes at any time during gameplay. If entered correctly, you will hear a confirmation sound. You must exit out of the song by selecting "Quit" and start a new song in order for the codes to take effect; selecting the "Restart" option will not activate the codes
Up, Left, Down, Right, Up, Right, Left, Down, ↓, ↓, ○, ○, ↑—All power-ups unlocked
↓, ↓, ↑, ○, Up, Right, Left, Down, Down, Right, Left, Up—All songs unlocked
↑, ↑, Left, Left, R3, R3, Right, Right—Alternate note positions
L3, L3, L3, R3, R3, R3, L3, R3, L3, R3—Tunnel/Tempest mode
R3, R3, R3, R3, L3, L3, L3, L3, R3—Blurry mode
L3, L3, L3, L3, R3, R3, R3, R3, L3—Monkey Heads for note gems
R3, L3, R3, R3, L3, R3, L3, L3, R3—Black instrument panels
L3, R3, L3, L3, R3, L3, R3, R3, L3—Transparent instrument panels

ARMORED CORE 2
Limiter Release
At any time during gameplay, hold **R2 + L2** and press **R3** (push the right analog stick into the controller). For the next 40 seconds, your Energy Gauge will not deplete no matter how much you use. However, after the period expires, you'll have no energy at all for another 50 seconds. You may repeat this as many times as you like

ATV OFFROAD FURY 3
Cheat Codes
Choose "Options" from the main menu, then select "Player Profile" and access the "Enter Cheat" option. Now enter any of the following codes (Note that there are two zeroes in the "all ATVs" code, that's not the letter "O")
IMP@TIENT—Unlock all events
NOMONEY$—Unlock all ATVs except the G-Ride or Fury bike
+FOODSTAMPS+—Add 1,500 credits
NOSKILLS—Unlock Ravage Talons
ROCKNROLL—Unlock all mus c v deos
THICK=RUBBER—Unlock all t res
ENVIRONMENT—Unlock all exhausts
MIX:MATCH—Unlock a l bike parts
ISLACKER!—Unlock everything except the Fury bike
SNOWBATS—Unlock all tracks
FITS—Unlock all rider gear

ATV: QUAD POWER RACING 2
Secret Cheats
At the "Saved Profiles" screen which appears immediately after the title screen, select any empty profile. Next, select any rider and enter any of the following codes at the "Name Your Rider" screen that follows. A special message will appear upon correct entry of each cheat
BUBBA—Unlock all riders
ROADKILL—Unlock a l tracks
GENERALLEE—Unlock all vehicles
DOUBLEBARREL—Unlock all challenges
REDROOSTER—Unlock all championships
GINGHAM—Max stats
FIDDLERSELBOW—Max skill level

BACKYARD WRESTLING
Unlock All Characters and Moves
At the main menu, hold **L1** and press ◇, □, ↑, ↑, ↑, ↑, ○. You'll hear a confirmation sound when the code is entered correctly
Cheat Codes
At the main menu, hold **L1** and press ↑, ↑, □, □, ○, ○, you'll hear a sound to confirm correct entry. A "Cheats" option will now be available at the Options menu. Go to the "Create a Wrestler" option and enter any of the following names as your character's name to activate the desired cheat
rtaylor—Big Heads
akendal—Big Hands
tpiper—Big Feet
jgntu—Halo
ksimeonov—Greyscale Mode
ewilliams—Wireframe Mode
edma—First Person Camera
jche—Player One Invulnerable
cbarlow—Player Two Invulnerable
ddaniels—Player One Unlimited Supers
jmaxwell—Player Two Unlimited Supers
aiton—Hardcore Difficulty

THE BARD'S TALE
Cheat Codes
At any time during gameplay, hold **L1 + R1** and enter any of the following codes.
Full health and mana—**Left, Left, Right, Right, Up, Down, Up, Down**
Can't be struck—**Left, Right, Left, Right, Up, Down, Up, Down**
Can't be hurt—**Right, Left, Right, Left, Up, Down, Up, Down**
Damage x 100—**Up, Down, Up, Down, Left, Right, Left, Right**
10,000 silver pieces and 100 adderstones—**Up, Up, Down, Down, Left, Right, Left, Right**
Unlock all levels—**Right, Right, Left, Left, Up, Down, Up, Down**

BATMAN: RISE OF SIN TZU
Cheat Codes
At the title screen, hold **L1 + L2 + R1 + R2** and enter any of the following codes. A text message will appear to confirm correct code entry
Unlock all end game rewards—**Down, Up, Down, Up, Left, Right, Left, Right**
Unlimited Combo meter—**Left, Right, Up, Down, Right, Left, Down, Up**
Unlimited health—**Up, Right, Down, Left, Up, Left, Down, Right**
Unlock all upgrades—**Up, Up, Left, Left, Right, Right, Down, Down**
Unlock Dark Knight difficulty—**Down, Left, Right, Up, Up, Right, Left, Down**

BIG MUTHA TRUCKERS 2
Cheat Passwords
Press ↑ at the main menu to access the "Enter Cheat" screen, where you can enter any of the following codes.
MISSIONS—Unlock all missions
CASH—Earn $100,000
BRIDGE—Easy bridge crossing
NODAMAGE—Invincibility
NOCOPS—No cops
EBM—Unlock Evil Bob mission
PJ—Pay off one juror
PAJ—Pay off all jurors
COPS—Cops always on route
BIKERS—Bikers always on route
GALLERY—Unlock all gallery items

BLOOD OMEN 2
Cheat Code
At the main menu, press **L1, R1, L2, R2, ↑, ○**. You'll hear a special sound effect after entering the code correctly. When you start a new game, you'll begin with the Soul Reaver and Iron Armor

CALL OF DUTY: FINEST HOUR
Unlock All Single Player Levels
(Note: You'll need two controllers to enter this code.) Select "Single Player" mode and enter your player's name. When the level-select screen appears, hold **Up** on Controller 2 and press **START, SELECT, SELECT, □** on Controller 1 to unlock all levels.

CASPER: SPIRIT DIMENSIONS
Cheat Code
At the title screen, press **L1 + L2 + R1 + R2** and hold all four buttons down until you hear a chicken make a clucking noise. Now begin a game and Casper will start with the Ghost Power, Fire Enhance and Ice Enhancer spheres

CASTLE SHIKIGAMI 2
Alternate Fumiko
At the character-select screen, highlight Fumiko and press **Right, Right** to select a younger version of the character
Show Debug Information
At the Demonstrat on screen, press **Right, Right, Left, Left, Up, Down, Up, Down** to display two rows of diagnostic numbers on the screen

CHAMPIONS OF NORRATH
Cheat Code
Start a new game. When you have control of your character, press **L1 + R2 + ↑ + R3** (push in the right joystick until you hear it click). As soon as all four buttons are held down, your character will jump to Level 20 with 999 skill points to distribute. You won't get the attribute points (strength, intelligence, dexterity and stamina) that normally go along with each new level, but you will be able to max out a few skills and pump most of the others up, and you'll have enough skill points to max out all of your skills when you reach higher levels (which is something that normally isn't possible)

CONFLICT: DESERT STORM
Unlock Cheat Menu
At the main menu, press □, □, ○, ○, **L1, L1, R1, R1, L2, L2, R2, R2**. Now select "Options" and you'll find a new menu called "Cheats."

CONFLICT: DESERT STORM II BACK TO BAGHDAD
Unlock Cheat Menu
At the main menu, press **L1, L1, R1, R1**, □, □, ↑, ↑, ○, ○. If you check under the "Options" menu, you'll find a new option called "Cheats."

CONSTANTINE
Cheat Codes
At any time during gameplay, press the **SELECT** button to bring up the Journal. Now enter any of the following codes at the Journal screen
Unlimited ammo—□, **R2, R2, Left, Right, Left, Right**, ○, ○, **Left, Right**
Invincibility—**Left, Right, Right, Left, Left, Right, Right, Left**, ↑, ↑
Level skip—**Right, Left, Right, Left, Right, Left, Right, Left**, ↑, ↑, ↑, ↑
Infinite Magic Power—**Left, Right, Right, Left, Left, Right, Right, Left**, □, □
First-person mode—**R2, L2, L2, R2, Left, Left, Right, Right**
Demons have big heads—**R2, Left, Right, Left, Left, Right, Left, R2**
One-shot kills—**R2, Left, Right, Right, Right, Right**
Slow-motion enemies—↑, **R2, Right**, ○, ○, **Left, Left**
Rapid-fire Purger—**R2, Left, L2, Left**, ↓, ↓
Rapid-fire Holy Shotgun—**L2, Left, R2, Left**, ↑, ↑, ↑

CONTRA: SHATTERED SOLDIER
30 Lives
At the main menu, press **Up, Up, Down, Down, L1, R1, L2, R2, L3, R3** on Controller 2. You'll hear a special sound effect after entering it correctly, after which you'll start a game with 30 lives

CORVETTE
Unlock All Tracks
Choose "Game Options" from the Options menu, select "Change Name" and enter the name "XOPENSEZ" to unlock all of the tracks and "Professional Mode" in Career and Arcade modes

DEF JAM: FIGHT FOR NY
Cheat Passwords
Choose "Extras" from the main menu, then select the "Cheats" option and enter these codes.
DUCKETS—100 Reward Points
CROOKLYN—100 Reward Points
THESOURCE—100 Reward Points
GETSTUFF—100 Reward Points
NEWJACK—100 Reward Points
LOYALTY—Unlock "Afterhours" song by Nyne
MILITAIN—Unlock "Anything Goes" song by C-N-N
BIGBOI—Unlock "Bust" song by OutKast
CHOPPER—Unlock "Blindside" song by Baxter
CHOCOCITY—Unlock "Comp" song by Comp
AKIRA—Unlock "Dragon House" song by Chiang
PLATINUMB—Unlock "Get it Now" song by Bless
GHOSTSHELL—Unlock "Koto" song by Chiang
GONBETRUBL—Unlock "Lil' Bro" song by Ro-A-Che
KIRKJONES—Unlock "Man Up" song by Sticky Fingaz
RESPECT—Unlock "Move" song by Public Enemy
POWER—Unlock "O.G. Original Gangster" song by Ice T
ULTRAMAG—Unlock "Poppa Large" song by Ultramagnetic MC's
SIEZE—Unlock "Seize the Day" song by Bless
CARTAGENA—Unlock "Take a Look at My Life" song by Fat Joe
PUMP—Unlock "Walk with Me" song by Joe Budden

DEF JAM VENDETTA
Secret Characters
At the main menu, select Battle or Survival mode and choose any match type. At the character select screen, hold **L1 + L2 + R1 + R2** and quickly enter any of the following codes
Ani—↑, □, ↓, ○, □
Briggs (alternate costume)—↑, ↓, ↓, ↓
Carla—↑, □, ↓, ↑, ↑
Chukklez—↓, □, ↓, ↓
Cruz—○, ↓, ↑, ↑
D-Mob (alternate costume)—□, ↓, ↓, ↓, ↓
D-Mob—↓, ↓, ↓, ↓
Dan G—↓, ↓, ↓, ↓
Deeco—↓, ↓, ↓, ↓
DMX—↓, ↓, ↓, ↓
Drake—↑, ↓, ↓, ○, ○
Funkmaster Flex—○, ↑, ○, ○, ○
Headache—↓, ↓, ↓, ↓
House—↓, ↓, ↓, ↓
Iceberg—□, ↓, ↓, ↓
Ludacr s—↓, ↓, ↓, ↓
Manny (alternate costume)—○, □, ○, □, ○
Masa—↑, ○, ↓, ↓
Method Man—↓, ↓, ↓, ↓
Moses—↓, ↓, ↓, ↓
NORE—↓, ↓, ↓, ↓
Nyne—↓, ↓, ↓, ↓
Omar—↓, ↓, ↓, ↓
Opal—↓, ↓, ↓, ↓
Peewee—↑, ↑, ↓, ↓, ↓
Peewee (alternate costume)—↑, ↓, ↓, ↓, ↓
Penny—↓, ↓, ↑, ○
Pockets—↓, ↓, ○, □
Proof (alternate costume)—↑, □, ↓, □, ○
Razor—↓, □, ↓, ○, ↑
Razor (alternate costume)—↓, ○, ↑, ↓, ↓
Redman—○, ○, ↓, □, ↑
Ruffneck—↑, □, ↑, ↓, ○
Ruffneck (alternate costume)—□, ○, ↑, ↓, ↓
Scarface—○, ↓, ↑, ↓
Sketch—↓, ↓, ↓, ↓
Snowman—↓, ↓, ↓, ↓
Spider (alternate costume)—□, △, ↑, □, ○

Steel— , ,
T'ai— , ,
Zaheer , , , ,

DESTROY ALL HUMANS!

Cheat Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes at the pause menu

Bulletproof Crypto—Hold **L2**, press , ○, **Left**, **Left**, ,

Infinite Concentration—Hold **L2**, press **R1**, **R2**, , **Right**, **R2**,

Infinite ammo and Concentration—Hold **L2**, press **Left**, , **R2**, **Right**, **R1**,

Increase Alert Meter—Hold **L2**, press **Right**, , **R2**, **R1**, **Right**, **R2**

Reduce Threat level to "None"—Hold **L2**, press **R2**, **Right**, **R2**, **R1**, , **Right**

More Cheat Codes

Enter any of the following codes at the mother ship hub screen (where the Archives, Hangar, Options and Pox's Lab menu items are):

Early Upgrades—Hold **L2**, press , ○, **Left**, **Left**,

Earn 1,337 DNA—Hold **L2**, press **R1**, **R1**, **R2**, **R2**, **Left**, **Right**, **Left**, **Right**, **R2**, **R1**

DEVIL MAY CRY 3: DANTE'S AWAKENING

Unlock All Costumes, Difficulty Settings and Gallery Items

At the title screen hold **L1** + **L2** + **R1** + **R2** and press **Up**, **Down**, **Right**, **Left**, **Up**, **Down**, **Right**, **Left**, **Up**, **Down**, **Right**, **Left**, **Up**, **Down**, **Right**, **Left**. You will hear a message to confirm that the code has been entered correctly.

DISNEY'S EXTREME SKATE ADVENTURE

Cheat Codes

Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes (all in lowercase)

f r i e n d s o f b o b—Unlock all characters

e x t r e m e p a s s p o r t—Unlock all stages

s u p e r c h a r g e r—Special meter always full

s w e e t t h r e a d s—Unlock all items in Create-a-Skater menu

m a r i n—Unlock *Toy Story* video

s a v a n n a h—Unlock *Lion King* video

n u g g e t—Unlock *Tarzan* video

DOG'S LIFE

Cheat Menu

At any time during gameplay, bark (by pressing) three times, growl (by holding) three times, then break wind (by pressing **Left**, **Right**, **Down**). Now press **SELECT** and you'll find a new option called "Cheats" at the Settings menu. This option allows you to switch dogs, increase the number of bones in your inventory, select any stage and move your dog to any position in the current level at any time

DRAGON BALL Z: SAGAS

Cheat Codes

At any time during gameplay, press **START** to pause, then select "Controller" from the pause menu and enter the following codes at the controller screen

All upgrades purchased—**Up**, **Left**, **Down**, **Right**, **SELECT**, **START**, , ×, ○,

Invincibility—**Down**, , **SELECT**, **START**, **Right**, , **Left**, , **Up**,

Unlock Everything

Choose "Options" from the main menu, then press **Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **Left**, **Right**, **SELECT**, **START**, **SELECT**, **START**, , ○, , , **START** at the Options menu. This code unlocks all of the stages in Play Sagas mode and all Extras, it also unlocks all of the stages and characters in Pendulum mode

DRIV3R

Cheat Codes

Enter the following codes at the main menu. Now select "Cheats" from the Options menu to toggle the code effects on and off

Unlock all Undercover missions—**L1**, **R1**, **L1**, **L2**, ,

Unlock all weapons in Undercover and Take a Ride mode—**R1**, **L2**, , , **R1**, **R2**, **L2**

Unlimited ammo in Undercover and Take a Ride mode—**R1**, **R2**, **R1**, **R2**, , ○,

Invincibility in Take a Ride mode— , , **L1**, **R1**, **L2**, **R2**, **R2**

Immunity (police ignore you)— , , **L1**, **L2**, **R1**, **R2**

All vehicles available in Take a Ride mode—**L1**, **L1**, , , **L1**, **R1**,

DRIVEN

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering each one correctly.

Unlock all drivers in Arcade Mode—**Up**, **Down**, **Right**, **Left**, **Up**, **Up**, **Down**

Unlock all Story Mode chapters—**Down**, **Left**, **Up**, **Right**, **Right**, **Up**, **Down**, **Left**

Unlock all tracks in Arcade Mode—**Up**, **Up**, **Left**, **Down**, **Left**, **Right**, **Right**, **Up**

DROPSHIP: UNITED PEACE FORCE

Cheat Codes

At the Main Menu, select "Classified Files" and enter any of the following codes

T E A M B U D D I E S—God Mode

B L A S T R A D I U S—Unlimited ammo

K I N G S L E Y—Unlock all missions

K R E U Z L E R—Bonus Mission 1

S H E A R E R—Bonus Mission 2

U B E R D O O P E R—Bonus Mission 3

Bonus Mini-Game

After entering the "UBERDOOPER" code as described above, wait for the video sequence to begin. When it does, immediately hold **Up** on the left analog stick and press , , ○, , □, ○ to access the mini game. Press to walk and to change views

DYNASTY WARRIORS 2

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu. "Opening Edit" will appear within the "Options" menu

Unlock Wu Kingdom characters— , , **R2**, **R2**, **R1**, **R1**, ,

Unlock Shu Kingdom characters—□, □, **R1**, **R1**, , , **R2**, **R2**

Unlock all characters— , **R1**, , **R2**, , **R2**, , **R1**

Select either side in Free Mode—Hold down and press **R1**, **L1**, **L2**, **R2**, **R1**, **L1**, **L2**, **R2**

Unlock all stages in Free Mode—Hold down and press **L1**, **R1**, **R2**, **L2**, **L1**, **R1**, **R2**, **L2**

Unlock BGM Test—**L1**, **L1**, **L1**, **R1**, **R1**, **R1**, **L2**, **R2**

Unlock Opening Edit—**R2**, **R2**, **R2**, **L2**, **L2**, **L2**, **R1**, **L1**

Unlock Wei Kingdom characters—□, , □, , **R2**, **R2**, **R1**, **R1**

DYNASTY WARRIORS 3

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering each code correctly.

Unlock all Free Mode stages—**R1**, **R2**, **L2**, **L1**, **L1**, **L2**, **R2**, **R1**,

Unlock all movies in Movie Gallery— , **L1**, , **R1**, , , **L2**, , **R2**,

Unlock "Opening" item in Options—**R1**, , **R1**, , **R1**, **L1**, , **L1**, , **L1**

Unlock all Sound Test BGMs—**L1**, **L1**, **R1**, **R1**, **L2**, **L2**, **R2**, **R2**,

Unlock all Shu characters—**L1**, □, , **R2**, **L1**, **L2**, **L2**, **R1**, , **L1**

Unlock all Wu characters— , , **L1**, , **R1**, **R2**, **L1**, **L2**, **L2**, **L2**

Unlock all Wei characters—**L2**, **L1**, , , **L1**, **L2**, **R1**, **R2**, **L1**, **L2**

Unlock all characters—**R2**, **R2**, **R2**, **L1**, , **L2**, **L2**, **L2**, **R1**,

ESPN NBA 2K5

Cheat Code

Choose "24/7" from the main menu, then select "New" to start a new game. At the Create Player menu, change the First Name to "RAY" and the Last Name to "GRAHAM" (note that both names must be entered all in capital letters, by holding down **L1** or **R1**. When you enter the Home menu and select "Items," you'll find that all of the previously-locked items are now available

ESPN NFL 2K5

Cheat Codes

Choose "Features" from the main menu, then select "VIP" and access the "Manage" option. Choose your profile (or select a new profile if you don't want to screw up your normal save), then select "Edit Name" and enter any of the following codes as your name (note the capital and lowercase letters)

PhatBank—1,000,000 Crib Credits

MadSkilz—All milestones complete/all catalogs unlocked

CribMax—All Crib items purchased

The effects of each code will remain in place if you edit the name again; you can even restore your original profile name after entering all three codes

ESPN NHL 2K5

Cheat Code

Choose "Options" from the main menu, then select "Save/Load" and choose the "Manage Profile" option. Select "Create a Profile" and enter the name "LuvLeafs" (note the two capital letters). You will immediately receive confirmation messages telling you that you have unlocked all of the trophies, purchased all unlockables, won the championship and completed all of the user challenges.

FANTASTIC 4

Cheat Codes

Enter any of the following codes at the main menu

Unlock Hell bonus level in the Bonus menu—**Right**, **Right**, , □, **Left**, **Up**, **Down**

Unlock Barge Arena in Survival Mode and Stan Lee Interview #1 in Unlockables— , ○, □, **Down**, **Down**, , **Up**

Infinite Cosmic Power—**Up**, , □, , **Left**, **Right**, (note although this code will generate the confirmation sound, its effects may not appear unless you start a game and quit, then enter the code and choose the "Continue" option)

FIGHT NIGHT: ROUND 2

Unlock Fabolous

Select "Create Champ" from the main menu. Select any profile or create a new one, enter "GETFAB" as the character's first name and exit Create Champ mode. Fabolous will now be unlocked in Play Now and Career modes.

Tiny Fighters

At the "Select Venue" screen, press and hold **Up** on the D-pad for three seconds. A bell sound will confirm correct code entry

FINDING NEMO

Cheat Codes

Enter any of the following codes at the main title screen.

Unlock all levels— , , , , , , , , , , , , , , , ,

Invincibility— ,

View credits— , , , , , , , , , , , , , ,

Unlock secret level / view cinematics— , , , , , ○, ○, □, , , ○, , , □, ○, ,

FLATOUT

Cheat Codes

When creating a new profile, enter one of the following cheat codes at the name entry screen. When entered correctly, the cheat code will disappear, allowing you to enter another code or your name

G I V E C A S H—Start with $40,000

G I V E A L L—Unlock all cars and races

R A G D O L L—Throw driver at any time by pressing the Gear Up button

FREQUENCY

Secret Codes

At the title screen, press **Down**, **Right**, **Up**, **Left**, **Left**, **Up**, **Right**, **Down**. Next, enter any of the following codes during gameplay

Automatically capture an Autocatcher—**Left**, **Right**, **Right**, **Left**, **Up**

Automatically capture a Multiplier—**Right**, **Left**, **Left**, **Right**, **Up**

Remove track graphics—**Down**, **Up**, **Down**, **Up**, **Right**, **Left**, **Left**, **Right**

Blurry graphics—**Down**, **Up**, **Up**, **Down**, **Down**, **Up**, **Up**, **Down**

FROGGER'S ADVENTURES: THE RESCUE

99 Lives

At any time during gameplay, press **START** to pause the game, then press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **L1**, **R1**

FUGITIVE HUNTER: WAR ON TERROR

Cheats Menu

At the title screen—when the words "Press START Button" appear—press the button five times, then press the button four times, you'll hear a sound effect to confirm the code. Now select "Special Features" from the main menu, you'll find a new "Cheats" option that gives you access to the following features

All Fugitives—Unlocks all fugitives so you don't have to play the levels in order.

Invincibility—You are unharmed by enemy fire, explosions, fire or falling damage

Infinite Ammo—Unlimited ammunition for all weapons

All Weapons—All of the weapons that can be acquired in each mission are in your inventory from the start of the mission

Bin Laden Cheat

At any time during the Afghanistan-Pakistan Border mission at the start of the game, press **START** to pause, then press □, □, ○, , , , **R2** at the pause menu. You'll hear a sound effect to confirm the code. With this code in place, every sixth enemy that appears will be Osama Bin Laden or a Bin Laden "double," so you can kill him over and over again, as many times as you like

FULL SPECTRUM WARRIOR

Cheat Codes

Select "Extra Content" from the main menu, then select "Cheat Codes" and enter any of the following codes. Note: You may need to complete the MOUT Course before you can see the effects of some of the codes.

M E R C E N A R I E S—Unlimited ammunition

S W E D I S H A R M Y—Realistic damage

N I C K W E S T—Big head

H A 2 P 1 P Y 9 T U R 5 T L E—Unlock official U S Army training mode

FUTURAMA

Cheat Codes

At any time during the game, hold **L1** + **L2** and enter any of the following codes

Invincibility—**Down**, , , **Down**, , , ○, ×, **R2**, , **SELECT**

Max ammo—**Down**, , , **Down**, , , ○, ×, **R2**, **Right**, **SELECT**

Max Special Move charges—**Down**, , , **Down**, , , ○, , **R2**, **Left**, **SELECT**

Five additional lives—**Down**, , , **Down**, , , , , **R2**, **Down**, **SELECT**

Refill health meter—**Down**, □, , **Down**, , , , , **R2**, **Up**, **SELECT**

Unlock all movies, music and gallery pictures—**Down**, , , **Down**, , , ○, , **R2**, , **SELECT**

Enable FMV skip—**Down**, , , **Down**, , , ○, , **Up**, **Up**, **SELECT** (note: this code enables you to skip any video sequence by pressing the **START** button, even if you're watching it for the first time)

Warp to "Planet Express"—**Down**, , , **Down**, , , □, , **Up**, **Up**, **SELECT**

Warp to "Sewers"—**Down**, , , **Down**, , , , **Up**, **Right**, **SELECT**

Warp to "Subway"—**Down**, , , **Down**, , , , **Up**, **Down**, **SELECT**

Warp to "Old New York"—**Down**, , , **Down**, , , □, , **Up**, **Left**, **SELECT**

Warp to "Red Light District"—**Down**, , , **Down**, , , □, , **Up**, , **SELECT**

Warp to "Uptown"—**Down**, , , **Down**, , , , **Up**, , **SELECT**

Warp to "New New York"—**Down**, , , **Down**, , , , **Up**, , **SELECT**

Warp to "Weasel Canyon"—**Down**, □, , **Down**, □, , □, , **Right**, **Up**, **SELECT**

Warp to "Run, Bender, Run"—**Down**, □, , **Down**, , , □, , **Right**, **Right**, **SELECT**

Warp to "The Mine Facility"—**Down**, , , **Down**, □, , □, , **Right**, **Down**, **SELECT**

Warp to "Red Rock Creek"—**Down**, □, , **Down**, □, , □, , **Right**, **Left**, **SELECT**

Warp to "The Junkyard"—**Down**, , , **Down**, , , , **Right**, , **SELECT**

Warp to "Rumble in the Junkyard"—**Down**, , , **Down**, , , □, , **Right**, , **SELECT**

Warp to "Market Square"—**Down**, , , **Down**, , , □, , **Down**, **Up**, **SELECT**

Warp to "Left Wing"—**Down**, , , **Down**, , , □, , **Down**, **Right**, **SELECT**

Warp to "Right Wing"—**Down**, , , **Down**, , , , , **Down**, **Down**, **SELECT**

Warp to "Temple Courtyard"—**Down**, , , **Down**, , , □, , **Down**, **Left**, **SELECT**

Warp to "Inner Temple"—**Down**, , , **Down**, , , □, , **Down**, , **SELECT**

Warp to "Bogad Swamp Trail"—**Down**, □, , **Down**, , , □, , **Left**, **Up**, **SELECT**

Warp to "Bender's Breakout"—**Down**, , , **Down**, , , □, , , **Up**, **SELECT**

Warp to "Leela's Last Laugh"—**Down**, , , **Down**, , , □, , , **Right**, **SELECT**

Warp to "Fry Fights Back"—**Down**, , , **Down**, , , , , **Down**, **SELECT**

FUTURE TACTICS: THE UPRISING

Cheat Codes

Enter any of the following codes at the title screen; you'll hear a confirmation sound each time you enter a code correctly. The codes can also be entered at the main menu or at almost any time during gameplay.

Unlimited turns and movement—**Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Left**, **R1**, **L1**

Big heads—**Up**, **Left**, **Down**, **Left**, **Down**, **Up**, **Up**, **Left**

Low gravity—**Up**, **Up**, **Up**, **Up**, **Up**, **Up**, **Down**, **Right**, **Up**

Disco mode—**L1**, **Left**, **L1**, **Left**, **R1**, **Right**, **R1**, **Right**

Stage Skip

Select "Story Mode" from the main menu and access the "Saved Games" screen. Highlight any saved game, but don't select it, instead, press **L1**, , **R1**, **R1**, **R2**, , **L1**, **R1**, **R2** to advance that

save file to the next stage. Note: This code only works with a previously saved game file, and will not work when starting a new game

THE GETAWAY: BLACK MONDAY

Cheat Codes

Enter the following codes during the video sequence that appears at the start of the game (before you press **START** to access the main menu). You will see the screen flash green to confirm each code.

Silenced weapons—**Up, Down, Left, Right, , Up, Down, Left, Right,**

Unlock "Screen Effect" option at the Pause menu—**□, , Right, , Left, Left**

GOLDENEYE: ROGUE AGENT

"Extras" Screen Codes

Choose "Extras" from the main menu, then enter any of the following codes at the Extras menu:

Unlock all levels in Campaign and multiplayer modes—**Down, Right, Down, Right, Up, Down, Up, Left**

Unlock One Life mode—**Left, Down, Up, Right, Up, Right, Left, Down**

Paintball mode (multiplayer)—**Right, Left, Right, Left, Down, Down, Up, Up**

Unlock all skins (multiplayer)—**Down, Left, Up, Left, Right, Down, Left, Up**

Turn off GoldenEye powers (multiplayer)—**Up, Up, Down, Left, Right, Right, Left, Down**

Pause Menu Codes

At any time during the game, press **START** to pause, then enter any of the following codes at the Pause menu:

Full health and armor—**R1, R1, R2, L2, R2, R1, L1, R2**

Unlock all GoldenEye powers—**L1, L1, R2, R2, R1, R2, L1, L2**

Full GoldenEye power—**L1, R1, L1, L2, L2, R2, R1, L2**

GRADIUS V

Power Up Vic Viper

At any time during the game, press **START** to pause the game, then press **Up, Up, Down, Down, Left, Right, Left, Right, L1, R1**. Your ship will now have one Speed power-up, Missiles, all four Options, the Double weapon and a Force Field. Note: The number of times you can use this code is limited to the number of stages you have completed.

GRAND THEFT AUTO: SAN ANDREAS

Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. **Note: Some of the codes cannot be activated once you've turned them on**, you must reset the PlayStation 2 in order to restore the game to normal. **Do not save your game after entering codes**; if you do, the codes may be permanently activated in your save file and your save file may become corrupt. **Activating cheats will lower your in-game ranking.** Also, some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive.

Full health, body armor and $250,000, repair damage to current vehicle—**R1, R2, L1, , Left, Down, Right, Up, Left, Down, Right, Up**

Weapons Set 1 (Brass Knuckles, Baseball Bat, Handgun, Shotgun, Uzi, AK-47, Rifle, Rocket Launcher, Molotov Cocktails and Spray Can)—**R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up**

Weapons Set 2 (Knife, Handgun, Sawn-Off Shotgun, Tec-9, M4 Carbine, Sniper Rifle, Flamethrower, Grenades and Fire Extinguisher)—**R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Left**

Weapons Set 3 (Chainsaw, Silenced Handgun, Combat Shotgun, MP5, M4 Carbine, SAM Missile Launcher and Satchel Charges)—**R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Down**

Unlimited ammunition—**L1, R1, , R1, Left, R2, R1, Left, , Down, L1, L1**

"Wanted" level +2—**R1, R1, , R2, Left, Right, Left, Right, Left, Right**

"Wanted" level 6—**□, Right, , Right, Left, , Down**

"Wanted" level 0—**R1, R1, □, R2, Up, Down, Up, Down, Up, Down**

Lock "Wanted" level at the current number of stars—**, Right, , Right, Left, , , Up**

Invulnerable to melee attacks and some types of weapons—**Down, , Right, Left, Right, R1, Right, Down, Up,** (Note: Your game may crash if you trigger a cutscene while this code is active)

Super punching ability—**Up, Left, , , R1, □, , , , L2**

Super high jump ability—**Up, Up, , , Up, Up, Left, Right, , R2, R2**

Infinite lung capacity (never drown)—**Down, Left, L1, Down, Down, R2, Down, L2, Down**

CJ never gets hungry—**, L2, R1, , Up, , L2, Up**

CJ never gets hungry (same as above)—**Up, Down, Down, Left, Right, L1, L1, L2, R1, R1, R2**

Max.mum weapon skills—**Down, □, , Left, R1, R2, Left, Down, Down, L1, L1, L1**

Max mum vehicle skills—**, L2, , R1, L2, L2, Left, R1, Right, L1, L1, L1**

Maximum respect—**L1, R1, , Down, R2, , L1, Up, L2, L2, L1, L1**

Maximum muscle—**, Up, Up, Left, Right, , □, Left**

Maximum fat—**, Up, Up, Left, Right, □, □, Down**

Minimum muscle and fat—**, Up, Up, Left, Right, □, □, Right**

Maximum sex appeal—**, , , Up, , R1, L2, Up, , L1, L1, L1**

CJ is instantly wasted—**Right, L2, Down, R1, Left, Left, R1, L1, L2, L1**

Fast game clock—**□, □, L1, , L1, , □, , L1, , ,**

Slower game speed—**, Up, Right, Down, □, R2, R1** (enter this code repeatedly to increase its effect)

Faster game speed—**, Up, Right, Down, L2, L1,** (enter this code repeatedly to increase its effect)

Adrenaline mode (CJ is stronger, game moves in slow motion)—**, , , , R1, L1, , Down, Left,**

Beach party (all random pedestrians wear beach attire, CJ wears shorts and flip-flops)—**Up, Up, Down, Down, □, , L1, R1, , Down**

Circus mode (all random pedestrians are fast food workers and clowns, CJ is dressed as a clown, all random vehicles are hot dog trucks and other funny vehicles)—**, , , L1, , □, □, , Down,**

Sex Toy mode (more prostitutes and pimps on the streets, CJ is dressed in gimp suit and attracts prostitutes)—**, Right, □, , L2, , , , ,**

Ninja mode (all random pedestrians are Asian and carry katanas, CJ gets a katana, most random vehicles are black motorcycles, all randomly-colored vehicles are black)—**, , Down, R2, L2, □, R1, ,**

Country mode (all random vehicles are country vehicles like Ranchers, Tankers, Wayfarers and Freeways)—**L1, L1, R1, R1, L2, L1, R2, Down, Left, Up**

Country mode (same as above)—**, Left, , R2, Up, L2, Down, L1, , L1, L1, L1**

All random pedestrians are Elvis—**L1, , , , L1, , L2, Up, Down, Left**

All pedestrians are gang members—**L2, Up, R1, R1, Left, R1, R1, R2, Right, Down**

Increased gang activity (more groups of gang members on the streets)—**Left, Right, Right, Right, Left, , Down, Up, , Right**

Pedestrians have weapons—**R2, R1, , , , , , Up, Down**

Pedestrians not—**Down, Left, Up, Left, , R2, R1, L2, L1**

Pedestrians attack you—**Down, Up, Up, Up, , R2, R1, L2, L2**

Remove nearly all traffic and pedestrians—**, , Down, Up, R2, Down, , Up, , Left**

Recruit anyone (A)—**Down, , Up, R2, R2, Up, Right, Right, Up** (Note: This code allows CJ to recruit anyone, and if the recruited person does not already have a weapon, he or she will be given a Handgun)

Recruit anyone (B)—**R2, R2, R2, , L2, L1, R2, L1, Down,** (Note: This code allows CJ to recruit anyone, and if the recruited person does not already have a weapon, he or she will be given a Rocket Launcher)

Prostitutes pay you instead of taking your money—**Right, L2, L2, Down, L2, Up, Up, L2, R2**

All vehicles in the vicinity explode—**R2, L2, R1, L1, L2, R2, □, , □, , , L2, L1**

More aggressive drivers—**□, R1, L2, Left, R1, L1, R2, L2**

More aggressive drivers (same as above)—**Right, R2, Up, Up, R2, □, , , R2, L1, Right, Down, L1**

All traffic lights remain green—**Right, R1, Up, L2, L2, Left, R1, L1, R1, R1**

Invisible vehicles—**, L1, , R2, , L1, L1**

Most random vehicles are sports cars, top speed of land vehicles is increased—**Up, L1, R1, Up, Right, Up, , L2, , L1**

BMX can bunny hop over massive distances—**, , □, □, □, □, □, L1, L2, L2, R1, R2**

Vehicles are invincible and can instantly destroy anything—**L1, L2, L2, Up, Down, Down, Up, R1, R2, R2**

Cars float away when hit—**, R2, Down, Down, Left, Down, Left, Left, L2,**

All taxi cabs equipped with nitrous and can jump by pressing R3—**Up, , , , , , , R2, Right**

All cars equipped with nitrous—**Left, , R1, L1, Up, , , Down, , L2, L1, L1**

All randomly-colored vehicles are black—**□, Up, R1, Left, , R1, L1, Left,**

All randomly-colored vehicles are pink—**□, L1, Down, L2, Left, , R1, L1, Right,**

Cars can fly—**, Down, L2, Up, L1, □, Up, , Left**

Cars can drive over water—**Right, R2, , R1, L2, , R1, R2**

Boats can fly for short distances—**R2, , Up, L1, Right, R1, Right, Up, □, ,**

Improved vehicle handling—**, R1, R1, Left, R1, L1, R2, L1** (with this code in place, you can also press **L3** to make your vehicle jump)

Bloodring Banger appears—**Down, R1, □, L2, L2, , R1, L1, Left, Left**

Rancher appears—**Up, Right, Right, L1, Right, Up, , L2**

Hotring Racer #1 appears—**R1, □, R2, Right, L1, L2, , , , □, R1**

Hotring Racer #2 appears—**R2, L1, , Right, L1, R1, Right, Up, , L2**

Romero (hearse) appears—**Down, R2, Down, R1, L2, Left, R1, L1, Left, Right**

Stretch limo appears—**R2, Up, L2, Left, Left, R1, L1, □, Right**

Caddy appears—**□, L1, Up, R1, L2, , R1, L1, □,**

Trashmaster appears—**□, R1, , R1, Left, Left, R1, L1, , Right**

Rhino (tank) appears—**□, □, L1, , □, □, L1, L2, R1, , □, ,**

Quadbike appears—**Left, Left, Down, Down, Up, Up, , □, , R1, R2**

Monster truck appears—**Right, Up, R1, R1, R1, Down, , , , , , □, L1, L1**

Tanker appears—**R1, Up, Left, Right, R2, Up, Right, , Right, L2, L1, L1**

Dozer appears—**R2, L1, L1, Right, Right, Up, Up, , L1, Left**

Vortex (hovercraft) appears—**, , , , , , L1, L2, Down, Down**

Hunter (helicopter) appears—**□, , L1, □, □, L1, , R1, R2, L2, L1, L1**

Stuntplane appears—**□, Up, L1, L2, Down, R1, L1, L1, Left, Left, , ,**

Hydra (plane) appears—**, , , □, □, , L1, L1, Down, Up**

Jetpack appears—**Left, Right, L1, L2, R1, R2, Up, Down, Left, Right**

Parachute appears—**Left, Right, L1, L2, R1, R2, R2, Up, Down, Right, L1** (press **□** to open the parachute when falling)

Heat wave—**R2, , L1, L1, L2, L2, L2, Down**

Clear weather—**R2, , L1, L1, L2, L2, L2,**

Overcast sky—**R2, , L1, L1, L2, L2, L2,**

Rain—**R2, , L1, L1, L2, L2, L2, □**

Fog—**R2, , L1, L1, L2, L2, L2,**

Sandstorm—**Up, Down, L1, L1, L2, L2, L1, L2, L1, R1, R2**

Game clock remains at 00:00—**, L1, R1, Right, , Up, L1, Left, Left**

Game clock remains at 21:00—**Left, Left, L2, R1, Right, , L1, L2, ,**

Super drive-by shooting—**Up, Up, , L2, Right, , R1, Down, R2,**

The latter code gives you a submachine gun and changes the land-based vehicle controls for drive-by shooting as follows:

Left analog stick—Steer vehicle

Right analog stick—Aim

L1—Shoot

L2—Reverse

R1—Brake

R2—Accelerate

GRAVITY GAMES BIKE: STREET + VERT + DIRT

Unlock Everything

Select "Options" from the main menu, then select "Cheat Codes" and enter the code "LOTACRAP" to unlock all characters, levels, bikes and videos.

GRETZKY NHL 06

Cheat Passwords

Choose "Features" from the main menu, then select "Challenges" and "Unlockables." Press the **START** button at the "Unlockables" screen to bring up the password entry screen and enter any of the following case-sensitive passwords for the desired effect:

GLFYIN EVE—Unlock alternate Anaheim Mighty Ducks uniform

NMAOR LLTSI SREJL—Unlock alternate Boston Bruins uniform

NI TEH OSNW EBLT—Unlock alternate Buffalo Sabres uniform

SONW TRSFDI—Unlock alternate Colorado Avalanche uniform

DYWIN IYCT—Unlock alternate Chicago Blackhawks uniform

TRHEE ALMRA BEZAL—Unlock alternate Calgary Flames uniform

BELU OSEHS—Unlock alternate Columbus Blue Jackets uniform

KHYOCE NI SEXTA—Unlock alternate Dallas Stars uniform

PUINPM LIO—Unlock alternate Edmonton Oilers uniform

OHSTC CBHEA—Unlock alternate Florida Panthers uniform

TI SI OGDO OT EB ETH NGKI—Unlock alternate Los Angeles Kings uniform

DOLC SA EKHC—Unlock alternate Minnesota Wild uniform

NLWGA NDSILA—Unlock alternate New York Islanders uniform

GRETA HIEWT YAW—Unlock alternate New York Rangers uniform

ELINA SV NALUIESHL—Unlock alternate Nashville Predators uniform

YMTRJAO URLE—Unlock alternate Ottawa Senators uniform

AILTACFNA—Unlock alternate Philadelphia Flyers uniform

GET A REBGIG ABTO—Unlock alternate San Jose Sharks uniform

EHY SEAECRRT—Unlock alternate Toronto Maple Leafs uniform

TWSE SCTAO HE—Unlock alternate Vancouver Canucks uniform

OOIGURSL NDA EEFR—Unlock alternate Canada uniform

SINNFHN EHT AMGE—Unlock alternate Finland uniform

AIPERT AFU—Unlock alternate Germany uniform

ODWMCS RDEIP—Unlock alternate Russia uniform

HIAL MVISRALA—Unlock alternate Slovakia uniform

KHASE TEH ALLW—Unlock alternate Czech Republic uniform

SEDIHWS BSMALTALE—Unlock alternate Sweden uniform

EW LVEO ERBH—Unlock alternate United States uniform

DIKEWC AAAHDAH—Unlock 1928 vintage Boston Bruins uniform

LANIRT OPRGU—Unlock 1970 vintage Buffalo Sabres away uniform

FCHREN ROF DNINCAAA—Unlock 1980 vintage Quebec Nordiques uniform

NEDACP—Unlock 1939 vintage Chicago Blackhawks uniform

LMEAF NO—Unlock 1977 vintage Calgary Flames away uniform

PEEB EPBE—Unlock 1927 Detroit Red Wings uniform

NIWT SATSR—Unlock 1970 vintage Minnesota North Stars uniform

RAETDHS FO PSCHMA—Unlock 1979 vintage Edmonton Oilers home uniform

A SRCYA TSIGH OT TEH EHMO WROCD—Unlock 1979 vintage Edmonton Oilers away uniform

LLA ILAH NYAEW—Unlock 1983 vintage Edmonton Oilers away uniform

OEVLLY YDLLO—Unlock 1967 vintage Los Angeles Kings away uniform

KNGI AYWEN—Unlock 1989 vintage Los Angeles Kings home uniform

IKNG EYKRZTG—Unlock 1989 vintage Los Angeles Kings away uniform

EHT SABH—Unlock 1910 vintage Montreal Canadiens uniform

EL NBAATHIT—Unlock 1924 vintage Montreal Canadiens uniform

OYU LTEITL IELDV—Unlock 1975 vintage Kansas City Scouts uniform

VDELI DAEM EM OD TI—Unlock 1977 vintage Colorado Rockies uniform

WRYAOD ADME EM OD TI—Unlock 1978 vintage New York Islanders away uniform

WEN KYOR ENW RYOK—Unlock 1976 vintage New York Rangers away uniform

REPUP WETS SIED—Unlock 1999 vintage New York Rangers home uniform

SOOH—Unlock 1999 vintage New York Rangers away uniform

HET ENOATSRAN—Unlock 1929 vintage Ottawa Senators uniform

MLIEDD FO CNAADA—Unlock 1990 vintage Winnipeg Jets home uniform

AEGTORP DNA NAM—Unlock 1990 vintage Winnipeg Jets away uniform

TASKSECEHE—Unlock 1967 vintage Philadelphia Flyers away uniform

O PPNP ATKL—Unlock 1967 vintage Pittsburgh Penguins away uniform

SEELT TWON—Unlock 1988 vintage Pittsburgh

Penguins away uniform
MIARD SARG—Unlock 1979 vintage St Louis Blues home uniform
A EBUL TNEO—Unlock 1979 vintage St. Louis Blues away uniform
IM OS UBEL—Unlock 1995 vintage St. Louis Blues home uniform
VEINAGT ULESB—Unlock 1995 vintage St. Louis Blues away uniform
HASKR BATI—Unlock 1993 vintage San Jose Sharks away uniform
HNOTR FO EHT REOBRD—Unlock 1930 vintage Toronto Maple Leafs home uniform
TGAER TWEHI HNOTR—Unlock 1977 vintage Vancouver Canucks home uniform
CENORASSLONGI DWMSIO—Unlock 1977 vintage Washington Capitals home uniform
KROP RLRBAE—Unlock 1977 vintage Washington Capitals away uniform
LNPETBPASOU ETSEASNG—Unlock Wayne Gretzky (1979 Edmonton Oilers)
LOGRY ZEDA—Unlock Wayne Gretzky (1987 Team Canada)
ETSW TCASO EYNWA—Unlock Wayne Gretzky (1994 Los Angeles Kings)
A LGDENE NO ECI—Unlock Wayne Gretzky (1999 New York Rangers)
OBOR SKHECC—Unlock RoboEnforcer Model 44
EHT RCTIHACTE—Unlock Page 44 Shirts
SEIWEBN CKOR—Unlock Page 44 Skins
OYNS RUSLE—Unlock Team SCEA 1
NYOS IST... S_EUR—Unlock Team SCEA 2
EEP EWE LGEAEU—Unlock big helmet mode
TADHRE TEH EDNELE—Unlock perfect aim mode
SAPL TATH CUKP—Unlock perfect slap shots
HTE NBSRUI UTSM EB NI OWNT—Unlock rowdy crowd mode
EFDTAFEACIN—Unlock no skater fatigue
LAL ABRAOD—Unlock big boards checking
YGBOO LAL TINGH—Unlock disco fever mode
LUPSE ULPES—Unlock blue ice pulse
OTMIN URBL—Unlock Crazy motion blur mode
ARGLE NI RAGECH—Unlock bigger players
IGHTMY UOSEM—Unlock smaller players
VIN OS FO LYRGO—Unlock Stanley Cup Championship video
NNIADOOJAMFM—Unlock all alternate uniforms
DLEONG ARE—Unlock all vintage uniforms
TEH ESATGRTE NOES—Unlock all Wayne Gretzkys
MTAE EM PU—Unlock all teams
CONHEOSL—Unlock all unrockables
CULKY NETC—Earn one Gretzky point

GROWLANSER GENERATIONS

Secret Dance Pad Mode
At any time during *Growlanser III*, plug a dance pad controller into the Controller 2 port on the PS2. Whenever one of your party members casts a spell, a sequence of arrows will appear on the screen. If you press the arrows on the dance pad with the proper timing according to the arrows on the screen, you will increase the effectiveness of the spell

HALF-LIFE

Cheat Codes
Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes
Xen gravity—**Up**, , **Down**, , **Up**, , **Down**.
Invincibility—**Left**, , **Up**, , **Right**, , **Down**,
Infinite ammo—**Down**, , **Left**, , **Down**, , **Left**,
Invisibility—**Left**, , **Right**, , **Left**, , **Right**,
Slow motion—**Right**, , **Up**, , **Right**, , **Up**,
Alien mode—**Up**, , **Up**, , **Up**, , **Up**,

HUNTER THE RECKONING: WAYWARD

Cheat Codes
Enter any of the following codes quickly at any time during gameplay Note that you must enter the "enable cheats" code first before any of the other codes will work You can re-enter any code to toggle its effects off Note that only the "max Edges" code carries over from one mission to the next, all of the remaining cheats must be re-entered at the start of each new mission
Enable cheats—○, , , , **L1**, **L1**, **Left**, **Left**
Refill health meter— , , ○, □, , **L1**, , **R1**
Invincibility—**Right**, **Right**, **Right**, , **Up**, , **Up**,
Refill ammunition—**Right**, **Right**, **Right**, **Right**, **Up**, **Down**, **Up**, **Down**
Unlimited ammo—, , , , , , **Up**, **Down**, **Down**
Blade weapons do more damage—**Down**, **Down**, **R1**, **R1**, **Up**, , **Up**,
Max Edges—**L1**, **L1**, ○, □, **Down**, **Down**, **Up**, **Down**
No Conviction cost for Edges—**L2**, **Up**, , **Up**, , , **Down**, **Down**
Tough monsters (monsters do more damage and are harder to kill)— , □, , , **L2**, **L2**, **Up**, **Down**
Turn monsters on/off— , □, ○, , , **L1**, **L1**, **Down**
Unlock All Weapons
While inside the Hunter Headquarters, enter the "Enable Cheats" code as explained above, then quickly press , , , , **Up**, **Down**, **Up**, **Down**, you should hear a confirmation sound. Now check the Mission Board and select your mission After you select your character and the Weapons Select screen appears, press the button to unlock all of the weapons

I-NINJA

Cheat Codes
At any time during gameplay, pause the game and enter the following codes
Sword upgrade—Hold **L1** + **R1** and press ○, □, , , , ,
Complete current mission—Hold **R1** and press , , , ; release **R1**, hold **L1** and press , , release **L1**, hold **R1** and press , . (This code can only be entered during missions; it can't be used in "Collect the Red Coins" or "Find All the Enemies" missions)
Big head mode—Hold **R1** and press , , release **R1**, hold **L1** and press , , release **L1**, hold **L1** + **R1** and press , ○,

THE INCREDIBLE HULK ULTIMATE DESTRUCTION

Cheat Codes
Choose "Extras" from the main menu, then select "Code Input" and enter the following codes, if it's a valid code, the corresponding cheat will appear at the bottom of the screen. Note that some cheats can be toggled on or off, while others cannot
RETRO—Play the game in black & white
HISTORY—Play the game in sepia
SMASH 5—Smash Point Bonus—5,000
SMASH 10—Smash Point Bonus—10,000
SMASH 15—Smash Point Bonus—15,000
BRING IT—Doubles the value of all health collectibles
CABBIES—All ambient vehicles are taxis
CANADA—Character: Canadian Flag Shorts
AUSSIE—Character: Australian Flag Shorts
AMERICA—Character: American Flag Shorts
FSHNCHP—Character: UK Flag Shorts
DRAPEAU—Character: French Flag Shorts
DEUTSCH—Character: German Flag Shorts
MUTANDA—Character: Italian Flag Shorts
BANDERA—Character: Spanish Flag Shorts
FURAGGU—Character: Japanese Flag Shorts
The following codes can be entered in the same way, but they will not work until you've accomplished certain goals in the game Seven of them will work after you find the comic that reveals the corresponding code, while the last two codes have special requirements listed below
DESTRO—Doubles Hulk's damage values
FROGGIE—Doubles the speed of traffic and makes it more aggressive
PILLOWS—Low gravity
CHZGUN—Replaces all missiles in the Badlands with cows
TRANSIT—Replace all traffic with buses
KINGKNG—Replaces all lamppost props with inflatable gorillas
SUITFIT—Character: Joe Fixit
CLASSIC—Character: Classic Grey Hulk (Note This cheat will not work until you have collected all 60 comics)
VILLAIN—Character: Abomination 1 (Note This cheat will not work until you have finished the game)
There's also one special character who becomes unlocked in the "Buy" menu after you finish the game, but you'll need a whopping 1,000,000 Smash Points to buy him.

THE INCREDIBLES

Cheat Codes
At any time during the game, press the **START** button to pause, then select "Secrets" from the Game Paused menu and enter any of the following codes. Note that some codes will only work when you are playing as one specific character
UUDDLRLRBAS—Refill health meter
SMARTBOMB—Kill everything within range of Mr Incredible
SHOWTIME—Refill Mrs. Incredible's Incredimeter
FLEXIBLE—Refill Mrs. Incredible's Incredimeter
MCTRAVIS—Infinite Incredi-meter for a limited time
THEDUDEABIDES—Take less damage for a limited time
GAZERBEAM—Temporary eye beam power
SASSMODE—Speed up gameplay
BWTHEMOVIE—Slow down gameplay
EINSTEINIUM—8 g heads
DEEVOLVE—Tiny heads
ATHLETESFOOT—Mr Incredible's feet leave a blazing trail
INVERTCAMERAY—Invert left/right camera controls
INVERTCAMERAX—Invert up/down camera controls
BHUD—Enable/disable interface graphics
YOURNAMEINLIGHTS—Display the credits
H—Display Heavy iron logo

INDYCAR SERIES

Cheat Codes
Select "Player Profile" from the main menu and choose the "Create Player" option Enter either of the following words as your player's name to activate the corresponding cheat (note the lowercase letters in each name)
ALLCARDS—Unlock all the trading cards
POLE—Start in the pole position in the Indy 500

JEREMY MCGRATH SUPERCROSS WORLD

Secret Codes
Enter the following codes at the main menu. After entering each one correctly, you'll see a text message appear briefly at the bottom left corner of the screen
Low gravity—**R2**, **L1**, □, ○, ○,
Infinite turbo—**Up**, **Up**, **Up**, **Up**, **R1**, ,

JUICED

Cheat Code
Select "Extras" from the main menu, then select "Cheats." Enter the code "PINT" to unlock all cars and tracks in Custom Mode and all cars and Series races in Arcade Mode
Enable Progressive Scan Mode
At the "Warning" screen, press and hold ○ + □ + × for one second. You will be taken to a screen where you will be able to enable progressive scan mode

KARAOKE REVOLUTION VOLUME 2

Cheat Codes
Enter any of the following codes at the title screen You'll hear a confirmation sound each time you enter a code correctly Note The autosave feature will be disabled when a cheat code is activated
Unlock all characters—**L3**, □, ○, **L3**, **Up**, **Left**, **Right**, **Down**, , ,
Unlock all songs—□, ○, **Down**, **Left**, **Up**, **Right**, **L2**, **R2**, **Start**
Unlock all venues— , , **Right**, **Up**, **Left**, **Down**, **R2**, **L2**, **Start**
Unlock all outfits—**Up**, ○, **Left**, , □, **Down**, ○, **Right**, **R3**, **L3**
Unlock all videos—**Up**, , **Right**, ○, , **Left**, ○, **Up**, **L3**, **R3**
Unlock *Tips & Tricks* shirt for Ishani—**R3**, , □, **Down**, , **L3**, , , **Up**, **Left**
Unlock Konami shirt for Dwayne—**Right**, **R3**, **Right**, **R3**, , **Right**, □, ○, **Down**, **Left**
Banana microphone—**L1**, **L1**, **R2**, **R2**, **Right**, **Down**, , **Left**, **Up**,
Toothbrush microphone—**R1**, **L1**, **R2**, **L2**, **Right**, **Left**, **Down**, **Up**, ○,
Dwayne doll microphone—□, **R2**, ○, **L1**, **R1**, **L2**, , **Up**,

KILLZONE

Cheat Codes
At the main menu, hold **L1** and enter any of the following codes.
□, □, ×, ○, □—Enemies have big heads
□, □, □, ○, □—Unlock all movies
Unlock All Levels
To unlock all levels, enter "Shooterman" as your profile name Note. Only the "S" should be capitalized

LE MANS 24 HOURS

Secret Codes
At the main menu, select "Championship," then proceed through the prompts until you reach the "Name Entry" screen. Next, enter any of the following codes as your name. You'll hear a special sound effect after entering a correct code.
NUMBAT—Unlock all Championships
SPEEDY—Unlock all tracks
ACO—Unlock all cars

LEGENDS OF WRESTLING

Unlock All Wrestlers
At the main menu, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, □, □, □ A message will appear after entering the code correctly

LEGO STAR WARS: THE VIDEO GAME

Cheat Codes
After beginning a game, head over to Dexter's Diner and walk up to the counter At the menu, select "Enter Code" and enter any of the following passwords
BEQ82H—Unlock Princess Leia for purchase
L54YUK—Unlock Rebel Trooper for purchase
A32CAM—Unlock Darth Sidious for purchase
VR832U—Unlock Disguised Clone for purchase
M5952L—Unlock Mace Windu (Episode III) for purchase
R56E2S—Unlock Clone (Episode III, Walker) for purchase
N37E6P—Unlock Clone (Episode III, Swamp) for purchase
BHU72T—Unlock Clone (Episode III, Pilot) for purchase
ER33JN—Unlock Clone (Episode III) for purchase
5F321Y—Unlock General Grievous for purchase
ZTY39Z—Unlock Grievous' Bodyguard purchase
14PGMN—Unlock Count Dooku for purchase
EUW862—Unlock Shaak Ti for purchase
CBR954—Unlock Kit Fisto for purchase
DP55MV—Unlock Ki-Adi Mundi for purchase
A725X4—Unlock Luminara for purchase
LA811Y—Unlock Boba Fett for purchase
PL47NH—Unlock Jango Fett for purchase
XZNR21—Unlock Super Battle Droid for purchase
LK42U6—Unlock Battle Droid (Geonosis) for purchase
19D7NB—Unlock Geonosian for purchase
FB84L6—Unlock Clone for purchase
H35TJX—Unlock Darth Maul for purchase
92UJ7D—Unlock Padmé for purchase
PP43JX—Unlock Royal Guard for purchase
DH38Z0—Unlock Droideka for purchase
EN11K5—Unlock Battle Droid (Commander) for purchase
987UYR—Unlock Battle Droid for purchase
KF999A—Unlock Battle Droid (Security) for purchase
R840JU—Unlock PK Droid for purchase
U63B2A—Unlock Gonk Droid for purchase
NR37W1—Unlock silly blasters at Extras menu
44 9HD—Unlock classic blasters at Extras menu
1G72X4—Unlock big blasters at Extras menu
5HRU81—Unlock brushes at Extras menu
PLCEAT—Unlock tea cups at Extras menu
LD116B—Unlock minikit detector at Extras menu
RP924W—Unlock moustaches at Extras menu
YD77GC—Unlock purple mode at Extras menu
M5999Q—Unlock silhouettes at Extras menu
4PR28U—Unlock invincibility at Extras menu

LETHAL SKIES II

Cheat Codes
Enter any of the following codes at the main menu
Unlock all planes in Campaign mode and 2 Player mode—**L2**, **L2**, **Right**, **R1**, **R1**, **R1**, **Left**, **Left**, **R2**, **R2**, **R2**, **R2**, **START**
Unlock all missions in Campaign mode—**Down**, **R2**, **R1**, **Up**, **Up**, **L1**, **L2**, **L1**, **START** (note: this code will not work unless you enter the "Unlock all planes" code first)
Unlock Special missions in Campaign mode—**Left**, **L2**, **L2**, **L1**, **Up**, **Up**, **Down**, **START** (note. this code will not work unless you enter the "Unlock all planes" code first)
Unlock Side Trax missions in Campaign mode—**L1**, **R1**, **R2**, **R1**, **Right**, **Left**, **Left**, **Up**, **START** (note this code will not work unless you enter the "Unlock all missions" code first)
Unlock all missions in Dogfight mode—**R1**, **R1**, **R1**, **L2**, **L2**, **L2**, **L2**, **Up**, **Right**, **Down**, **Left**, **Up**, **START**
Unlock Time Trial mission in Training mode—**Right**, **Right**, **R1**, **R1**, **Up**, **L1**, **L1**, **L1**, **START**
Unlock Hidden Paint Schemes—**Left**, **Right**, **Left**, **Right**, **Left**, **Right**, **Left**, **L2**, **R2**, □, □, □, **START** (with this code in place, press the button while viewing your plane at the Hangar screen to change its colors)

LOONEY TUNES: BACK IN ACTION

Cheat Codes
Select "Cheat Codes" from the Options menu and enter any of the following codes:
PASSPORT—Access all areas
TOUGHAGE—Invulnerability
HENSAWAY—Hen grenades activated
WEENY—ACME Shrink Ray activated
SLAPPY—Slappy Fish activated
GOBBLE—Gossamer doors revealed in Warner Bros Studios
SUITSYOU—Free Costume doors activated
OUTTAKE—Duck Danger Battle unlocked
FURRYOUS—Wile E Coyote game unlocked
DANGERD—Duck Danger costume unlocked
CANNON—Cannonball costume unlocked
AMUNKEY—Awards $500 to player

MADDEN NFL 06

Unlock Madden Cards

Choose "My Madden" from the main menu, then select "Madden Cards" and access the "Madden Codes" entry screen to enter the following codes. Note that all the letters in the codes must be capitalized and that the number zero is not used in any of the codes

6 W 5 J 6 Z—#1 Rex Grossman (Gold)
6 X 7 W 2 O—#2 Thomas Jones (Gold)
6 Y 5 Z 6 H—#3 Brian Urlacher (Gold)
6 Z 9 X 5 Y—#4 Olin Kreutz (Gold)
7 A 7 Z 2 G—#5 Tommie Harris (Gold)
7 C 6 U 4 H—#6 Carson Palmer (Gold)
7 D 1 B 2 H—#7 Chad Johnson (Gold)
7 D 1 X 8 K—#8 Rud Johnson (Gold)
7 D 5 W 8 J—#9 Brian Simmons (Gold)
7 D 8 S 6 J—#10 J.P. Losman (Gold)
7 E 3 G 7 Y—#11 Willis McGahee (Gold)
7 F 5 B 2 Y—#12 Eric Moulds (Gold)
7 H 3 B 2 Y—#13 Takeo Spikes (Gold)
7 H 9 E 8 L—#14 Lawyer Milloy (Gold)
7 J 3 Y 7 F—#15 Jake Plummer (Gold)
7 J 8 F 4 J—#16 Ashley Lelie (Gold)
7 K 5 C 8 V—#17 A. Wilson (Gold)
7 L 8 C 2 W—#18 Champ Bailey (Gold)
1 A 2 D 9 F—#19 John Lynch (Gold)
7 O 1 J 3 F—#20 D.J. Williams (Gold)
7 P 5 G 3 N—#21 Lee Suggs (Gold)
7 Q 2 E 4 S—#22 Kellen Winslow Jr (Gold)
7 Q 6 F 4 G—#23 Simeon Rice (Gold)
7 Q 6 X 4 L—#24 Derrick Brooks (Gold)
7 R 7 V 2 E—#25 Ronde Barber (Gold)
7 S 4 C 4 D—#26 Anthony McFarland (Gold)
7 T 1 G 2 Y—#27 Michael Clayton (Gold)
7 T 3 V 5 K—#28 Anquan Boldin (Gold)
7 T 6 B 5 N—#29 Larry Fitzgerald (Gold)
7 U 4 M 9 B—#30 Bertrand Berry (Gold)
7 U 6 B 3 L—#31 LaDainian Tomlinson (Gold)
7 V 1 M 9 K—#32 Drew Brees (Gold)
W 2 K 3 K—#33 Antonio Gates (Gold)
7 W 7 D 1 U—#34 Keenan McCardell (Gold)
7 X 9 E 3 F—#35 Tony Gonzalez (Gold)
7 Z 7 V 8 L—#36 Priest Holmes (Gold)
8 A 5 R 6 G—#37 Trent Green (Gold)
8 C 2 F 7 J—#38 Willie Roaf (Gold)
8 Q 1 O 1 W—#39 Patrick Surtain (Gold)
8 C 7 A 9 J—#40 Peyton Manning (Gold)
8 C 8 C 5 W—#41 Marvin Harrison (Gold)
8 D 4 L 1 U—#42 Reggie Wayne (Gold)
8 G 1 X 3 S—#43 Edgerrin James (Gold)
8 G 7 T 4 C—#44 Dwight Freeney (Gold)
8 I 2 B 5 A—#45 Brandon Stokely (Gold)
8 I 8 Z 5 V—#46 Roy Williams (Gold)
8 J 7 O 7 B—#47 Julius Jones (Gold)
1 A 3 H 7 Y—#48 Terence Newman (Gold)
8 L 9 D 2 A—#49 Jason Witten (Gold)
8 M 8 T 7 U—#50 Jason Taylor (Gold)
8 N 2 I 4 F—#51 Zach Thomas (Gold)
8 O 8 Z 9 H—#52 Sam Madison (Gold)
8 P 2 G 4 T—#53 Chris Chambers (Gold)
8 P 9 I 2 B—#54 Junior Seau (Gold)
8 Q 2 J 2 X—#55 Donovan McNabb (Gold)
8 Q 3 R 7 H—#56 Brian Westbrook (Gold)
8 Q 7 J 6 P—#57 Terrell Owens (Gold)
8 Q 8 K 5 T—#58 Brian Dawkins (Gold)
8 S 5 Z 1 T—#59 Jevon Kearse (Gold)
8 S 7 M 3 Y—#60 Lito Sheppard (Gold)
8 U 7 A 8 O—#61 Jeremiah Trotter (Gold)
8 V 9 Y 3 X—#62 Michael Vick (Gold)
8 W 5 T 5 G—#63 Patrick Kerney (Gold)
8 X 2 Y 9 G—#64 Alge Crumpler (Gold)
8 X 7 D 8 L—#65 Keith Brooking (Gold)
8 Z 6 R 8 R—#66 DeAngelo Hall (Gold)
9 A 3 R 3 W—#67 Julian Peterson (Gold)
9 A 3 Z 2 D—#68 Eric Johnson (Gold)
9 A 8 E 4 T—#69 Kevan Barlow (Gold)
9 B 2 C 7 R—#70 Eli Manning (Gold)
9 B 6 N 5 H—#71 Jeremy Shockey (Gold)
9 C 1 P 7 Z—#72 Michael Strahan (Gold)
9 C 8 G 7 M—#73 Tiki Barber (Gold)
9 D 8 R 6 T—#74 Amani Toomer (Gold)
1 A 8 J 4 I—#75 Byron Leftwich (Gold)
9 F 9 Y 9 N—#76 Fred Taylor (Gold)
9 G 4 I 1 C—#77 Jimmy Smith (Gold)
9 G 5 X 4 X—#78 Mike Peterson (Gold)
9 H 1 R 2 B—#79 Marcus Stroud (Gold)
9 H 7 C 8 O—#80 Donovin Darius (Gold)
9 I 6 Y 4 E—#81 Chad Pennington (Gold)
9 L 2 Z 5 L—#82 Curtis Martin (Gold)
9 L 7 I 5 X—#83 Jonathan Vilma (Gold)
9 N 8 K 3 K—#84 John Abraham (Gold)
9 O 3 S 9 G—#85 Shaun Rogers (Gold)
9 O 6 S 5 T—#86 Charles Rogers (Gold)
9 P 4 R 4 I—#87 Roy Williams (Gold)
9 P 5 P 3 K—#88 Kevin Jones (Gold)
9 P 9 F 8 M—#89 Dre' Bly (Gold)
9 P 9 T 8 Z—#90 Brett Favre (Gold)
9 Q 2 G 5 K—#91 Ahman Green (Gold)
9 Q 5 T 6 A—#92 Javon Walker (Gold)
9 Q 9 L 5 N—#93 Donald Driver (Gold)
9 R 4 N 8 X—#94 Jake Delhomme (Gold)
9 R 5 K 9 T—#95 Steve Smith (Gold)
9 T 4 X 9 N—#96 Julius Peppers (Gold)
9 T 6 P 3 P—#97 Chris Gamble (Gold)
9 U 6 N 4 D—#98 Dan Morgan (Gold)
9 V 8 D 2 G—#99 Kris Jenkins (Gold)
9 W 9 I 6 U—#100 Tom Brady (Gold)
9 X 9 N 1 J—#101 Corey Dillon (Gold)
9 Y 9 G 2 R—#102 Rodney Harrison (Gold)
1 B 4 P 9 W—#103 Tedy Bruschi (Gold)
1 I 7 T 1 T—#104 Richard Seymour (Gold)
1 I 8 O 6 G—#105 Charles Woodson (Gold)
1 K 4 W 3 V—#106 Jerry Porter (Gold)
1 K 6 F 3 W—#107 Robert Gallery (Gold)
1 N 7 G 4 Z—#108 Randy Moss (Gold)
1 O 5 M 1 A—#109 Marc Bulger (Gold)
1 O 7 Z 9 C—#110 Marshall Faulk (Gold)
1 O 9 T 3 Q—#111 Steven Jackson (Gold)
1 P 4 I 4 L—#112 Torry Holt (Gold)
1 D 3 B 8 I—#113 Issac Bruce (Gold)
1 E 8 U 6 A—#114 Orlando Pace (Gold)
1 G 4 Z 7 U—#115 Ray Lewis (Gold)
1 G 6 E 8 D—#116 Ed Reed (Gold)
1 I 2 J 7 A—#117 Kyle Boller (Gold)
1 P 5 Y 2 V—#118 Jamal Lewis (Gold)
1 Q 9 Z 5 T—#119 Terrel Suggs (Gold)
1 R 4 Q 6 A—#120 Jonathan Ogden (Gold)
1 R 8 E 9 Z—#121 Clinton Portis (Gold)
1 S 1 Q 5 I—#122 Sean Taylor (Gold)
1 T 1 C 2 U—#123 Lavar Arrington (Gold)
1 T 5 J 2 G—#124 Shawn Springs (Gold)
1 U 1 L 1 V—#125 Santana Moss (Gold)
1 U 2 B 8 Q—#126 Aaron Brooks (Gold)
1 X 2 N 5 H—#127 Joe Horn (Gold)
1 Y 5 I 1 S—#128 Deuce McAllister (Gold)
1 Y 9 A 7 K—#129 Mike McKenzie (Gold)
2 A 1 Q 3 C—#130 Matt Hasselbeck (Gold)
2 A 7 R 1 E—#131 Shaun Alexander (Gold)
2 B 4 O 9 A—#132 Darrell Jackson (Gold)
2 C 7 N 1 T—#133 Marcus Trufant (Gold)
2 D 2 X 9 J—#134 Michael Boulware (Gold)
2 E 6 G 9 J—#135 Walter Jones (Gold)
2 F 4 I 7 R—#136 Ben Roethlisberger (Gold)
2 F 7 F 6 E—#137 Hines Ward (Gold)
2 G 6 L 3 Y—#138 Jermoe Bettis (Gold)
2 H 2 O 7 O—#139 Duce Staley (Gold)
2 I 8 J 6 C—#140 Troy Polamalu (Gold)
2 K 3 L 5 I—#141 David Carr (Gold)
2 L 1 C 1 O—#142 Andre Johnson (Gold)
2 M 4 I 3 H—#143 Domanick Davis (Gold)
2 M 4 Q 9 J—#144 Dunta Robinson (Gold)
5 H 6 T 1 Z—#145 Jamie Sharper (Gold)
5 J 1 T 4 M—#146 Steve McNair (Gold)
5 K 6 K 8 Z—#147 Chris Brown (Gold)
5 L 4 N 8 I—#148 Ben Troupe (Gold)
5 M 3 N 8 P—#149 Drew Bennett (Gold)
5 M 9 Q 1 C—#150 Keith Bulluck (Gold)
5 N 7 C 1 N—#151 Daunte Culpepper (Gold)
5 Q 3 Q 2 I—#152 Antoine Winfield (Gold)
5 Q 7 H 8 B—#153 Corey Chavous (Gold)
5 R 1 G 3 A—#154 Kevin Williams (Gold)
5 T 1 K 9 Y—#155 Kenechi Udeze (Gold)
5 T 6 F 4 S—#156 Lovie Smith (Gold)
5 U 4 Z 3 K—#157 Marvin Lewis (Gold)
5 W 8 N 8 T—#158 Mike Mularkey (Gold)
5 W 9 W 3 I—#159 Mike Shanahan (Gold)
5 Y 1 R 9 S—#160 Romeo Crennel (Gold)
5 Y 9 I 9 U—#161 Jon Gruden (Gold)
6 A 1 L 3 T—#162 Dennis Green (Gold)
6 C 4 J 8 S—#163 Marty Schottenheimer (Gold)
6 C 6 Q 5 G—#164 Dick Vermeil (Gold)
6 D 6 R 3 Y—#165 Tony Dungy (Gold)
6 D 8 S 9 B—#166 Dallas Coach (Gold)
6 E 3 E 9 I—#167 Nick Saban (Gold)
6 G 6 G 7 K—#168 Andy Reid (Gold)
6 H 6 O 5 A—#169 Jim Mora Jr. (Gold)
6 J 7 Y 6 O—#170 Mike Nolan (Gold)
6 L 5 J 5 W—#171 Tom Coughlin (Gold)
6 M 4 W 1 H—#172 Jack Del Rio (Gold)
6 N 2 R 1 S—#173 Herman Edwards (Gold)
6 O 7 I 1 N—#174 Steve Mariucci (Gold)
6 Q 5 F 1 S—#175 Mike Sherman (Gold)
6 S 3 D 1 E—#176 John Fox (Gold)
6 S 4 B 1 W—#177 New England Coach (Gold)
2 M 5 J 9 Y—#178 Norv Turner (Gold)
2 M 8 T 8 D—#179 Mike Martz (Gold)
2 N 4 T 7 V—#180 Brian Billick (Gold)
2 O 7 L 2 N—#181 Joe Gibbs (Gold)
2 P 6 A 4 C—#182 Jim Haslett (Gold)
2 Q 4 E 6 T—#183 Mike Holmgren (Gold)
2 S 8 W 3 E—#184 Bill Cowher (Gold)
2 T 2 X 1 R—#185 Dom Capers (Gold)
2 U 3 K 7 X—#186 Jeff Fisher (Gold)
2 V 6 U 6 S—#187 Mike Tice (Gold)
2 Y 6 S 7 Q—#188 First and Fifteen (Gold)
2 Y 9 V 4 Z—#189 First and Five (Gold)
3 C 7 S 5 F—#190 Unforced Errors (Gold)
3 D 8 X 6 Z—#191 Extra Credit (Gold)
3 E 1 U 7 E—#192 Tough Fit (Gold)
3 F 8 P 6 J—#193 5th Down (Gold)
3 H 3 U 7 T—#194 3rd Down (Gold)
3 H 5 T 7 Z—#195 Human Plow (Gold)
3 I 9 H 8 U—#196 Super Dive (Gold)
3 K 2 Q 2 T—#197 Da Boot (Gold)
3 L 5 R 9 M—#198 Da Bomb (Gold)
3 L 9 T 3 V—#199 Lame Duck (Gold)
3 M 3 K 5 T—#200 Mistake Free (Gold)
3 M 7 A 2 G—#201 Fumblitis (Gold)
3 N 6 V 2 Y—#202 Bingo! (Gold)
3 N 9 T 3 Y—#203 Mr Mobility (Gold)
3 P 6 K 4 V—#204 Touchy (Gold)
3 Q 3 V 5 E—#205 Bad Spot (Gold)
3 R 5 V 3 S—#206 Toast (Gold)
3 S 5 E 3 Z—#207 Jam (Gold)
3 T 4 E 3 Y—#208 Pocket Protectors (Gold)
3 V 2 Z 7 H—#209 Penetration (Gold)
3 X 1 V 2 H—#210 QB On Target (Gold)
3 Y 5 D 8 S—#211 Coffin Corner (Gold)
3 Z 2 K 8 Q—#212 Wild Gust (Gold)
4 A 7 O 5 I—#213 Hands of Glue (Gold)
4 B 7 H 8 P—#214 Hands of Stone (Gold)
4 C 7 C 4 T—#215 Couch Potato (Gold)
4 C 8 F 6 X—#216 Timeout (Gold)
4 D 1 V 2 Y—#217 Ouch! (Gold)
4 E 1 K 8 I—#218 Worker's Comp (Gold)
4 E 6 E 1 D—#219 Passerby (Gold)
4 F 9 D 2 B—#220 Super Bowl XL (Gold)
4 F 9 D 2 H—#221 Super Bowl XLI (Gold)
4 I 1 V 6 T—#222 Super Bowl XLII (Gold)
4 F 3 D 7 E—#223 Super Bowl XLIII (Gold)
4 I 1 V 6 K—#224 Aloha Stadium (Gold)
4 I 5 J 1 Y—#225 '58 Colts (Gold)
4 I 5 J 1 Z—#226 '66 Packers (Gold)
4 K 3 L 9 A—#227 '68 Jets (Gold)
4 K 6 I 7 C—#228 '70 Browns (Gold)
4 L 7 J 5 O—#229 '72 Dolphins (Gold)
4 L 7 J 5 J—#230 '74 Steelers (Gold)
4 M 1 R 7 O—#231 '78 Raiders (Gold)
4 M 4 C 1 A—#232 '77 Broncos (Gold)
4 N 4 C 4 T—#233 '78 Dolphins (Gold)
4 N 9 N 9 L—#234 '80 Raiders (Gold)
4 N 9 N 9 B—#235 '81 Chargers (Gold)
4 P 4 Q 7 W—#236 '82 Redskins (Gold)
4 P 4 S 8 G—#237 '83 Raiders (Gold)
4 Q 8 P 2 T—#238 '84 Dolphins (Gold)
4 Q 9 D 6 R—#239 '85 Bears (Gold)
4 R 1 W 4 M—#240 '86 Giants (Gold)
4 R 4 L 9 M—#241 '88 49ers (Gold)
4 R 4 L 9 Z—#242 '90 Eagles (Gold)
4 R 9 J 2 B—#243 '91 Lions (Gold)
4 R 9 Y 6 Y—#244 '92 Cowboys (Gold)
4 R 9 Y 6 T—#245 '93 Bills (Gold)
4 S 4 W 5 Q—#246 '94 49ers (Gold)
4 U 8 C 3 W—#247 '96 Packers (Gold)
4 V 1 R 3 E—#248 '98 Broncos (Gold)
4 V 2 X 7 T—#249 '99 Rams (Gold)
4 W 2 S 3 K—#250 Bears Pump Up Crowd (Gold)
4 W 5 L 3 Z—#251 Bengals Cheerleader (Gold)
4 W 5 L 3 F—#252 Bills Cheerleader (Gold)
4 W 6 F 6 O—#253 Broncos Cheerleader (Gold)
4 W 9 U 1 I—#254 Browns Pump Up Crowd (Gold)
4 X 2 C 7 B—#255 Buccaneers Cheerleader (Gold)
4 X 2 C 7 W—#256 Cardinals Cheerleader (Gold)
4 X 6 Y 7 P—#257 Chargers Cheerleader (Gold)
4 X 6 Y 7 T—#258 Chiefs Cheerleader (Gold)
4 Y 7 S 7 H—#259 Colts Cheerleader (Gold)
4 Y 7 S 7 W—#260 Cowboys Cheerleader (Gold)
4 Y 8 W 3 X—#261 Dolphins Cheerleader (Gold)
5 A 3 W 8 R—#262 Eagles Cheerleader (Gold)
5 A 4 B 5 V—#263 Falcons Cheerleader (Gold)
5 A 4 B 5 W—#264 49ers Cheerleader (Gold)
5 A 7 R 5 C—#265 Giants Pump Up Crowd (Gold)
5 A 8 O 5 A—#266 Jaguars Cheerleader (Gold)
5 A 8 O 5 G—#267 Jets Pump Up Crowd (Gold)
5 A 8 W 2 D—#268 Lions Pump Up Crowd (Gold)
5 A 8 W 2 Y—#269 Packers Pump Up Crowd (Gold)
5 B 1 D 5 S—#270 Panthers Cheerleader (Gold)
5 C 2 D 2 S—#271 Patriots Cheerleader (Gold)
5 C 2 D 2 R—#272 Raiders Cheerleader (Gold)
5 C 2 F 4 G—#273 Rams Cheerleader (Gold)
5 C 2 F 4 E—#274 Ravens Cheerleader (Gold)
5 C 4 B 6 T—#275 Redskins Cheerleader (Gold)
5 C 4 B 6 Q—#276 Saints Cheerleader (Gold)
5 D 1 F 8 A—#277 Seahawks Cheerleader (Gold)
5 D 4 Z 1 V—#278 Steelers Pump Up Crowd (Gold)
5 D 4 Z 1 N—#279 Titans Cheerleader (Gold)
5 D 6 H 1 R—#280 Texans Cheerleader (Gold)
5 D 6 H 1 X—#281 Vikings Cheerleader (Gold)

MAJOR LEAGUE BASEBALL 2K5

Cheat Codes

Choose "Save/Load" from the main menu, then select "User Profiles." When the Profiles menu appears, highlight a free slot and select "Create Profile." At the Profile Name entry screen, enter any of the following codes as the profile name. Each code consists of two words separated by a space character; be sure to hold the "Shift" button when entering the first letter of each word

Old Timers—Unlock all Classic Teams
Gimme Goods—Unlock all Extras
Ima Cheater—Unlock all Cheats

THE MARK OF KRI

Cheat Codes

Enter the following codes at the title screen. Once you've activated a cheat, you must visit the Sage and select "Cheats" to turn it on.

Unlock "Arena enemies AI off" cheat—×, ○, ○, [illegible]
Unlock "Tougher Enemies" cheat—×, ○, □, □, [illegible]
Unlock "Unlimited Arrows" cheat—×, ○, □, □, [illegible]
Unlock "Wimpy Enemies" cheat—×, ○, ○, [illegible]
Unlock "Full Health Power" cheat—×, ×, ×, ×, □, □, □, □, ○, ○, ○, ○
Unlock "Invincible Rau" cheat—□, ○, ×, □, ○, [illegible]

MAX PAYNE 2: THE FALL OF MAX PAYNE

Unlock All Levels and Game Modes

At any time during gameplay (not while paused), press □, □, □, ×, **Left**, **Right**, **Left**, **Right**, □, □, □, ×, **Left**, **Right**, **Left**, **Right**. You won't get any confirmation that the code has been accepted, but if you return to the main menu and select "New Game," you'll find all of the modes and levels unlocked

MEDAL OF HONOR: EUROPEAN ASSAULT

Cheat Codes

At any time during gameplay, press **START** to pause, hold **L1** + **R1** and press ○, ○, **Left**, [illegible], ○, [illegible]. You'll see the words "Enter Cheat Code" appear in the upper left corner of the screen. Now enter any of the following codes for the desired cheat. Note: You must enter the above code each time you enter one of the codes listed below

Invincibility—□, **L2**, **L1**, [illegible], △, **L2**
Infinite ammo—**L2**, **L1**, □, **L2**, **L1**, **R1**
100% Adrenaline—**L1**, **R2**, **R1**, **Up**, [illegible], ○
Kill stage nemesis—**Down**, **L2**, **L1**, **R1**, **Up**, □
Collect stage OSS documents—**Up**, [illegible], **R2**, **R1**, **Up**, [illegible]
Disable shellshock—**L2**, **R1**, **L2**, **L1**, [illegible]
Disable/enable HUD—○, **Down**, ○, **Up**, [illegible], ○
Suicide—[illegible], ○, **Right**, [illegible], ○
All Campaign battles—**L1**, □, △, △, **R1**, **R2** (Note: This code creates three separate profiles on your saved game—one for each of the Recruit, Normal and Veteran difficulty settings—with all of the Campaign battles unlocked within each one.)

MEGA MAN ANNIVERSARY COLLECTION

Mega Man 2 Password

A5, B2, B4, C1, C3, C5, D4, D5, E2—Start at Dr. Wily's Castle with all weapons, items and four energy tanks

Mega Man 3 Password

A1 blue, A3 blue, B2 blue, B5 blue, D3 blue, F4 blue, A6 red, E1 red—Start at Dr. Wily's Castle with all weapons, items and nine energy tanks

Mega Man 4 Password

A1, A4, B5, E2, F1, F3—Start at Cossack's Castle with all weapons and items

Mega Man 5 Password

B4 blue, D6 blue, F1 blue, C1 red, D4 red, F6 red—Start at Dr. Wily's Lair with all weapons and items

Mega Man 6 Password

B6, D4, F2, F4, F6—Start at Mr. X's Castle with all weapons, items and nine Energy Tanks

Mega Man 7 Password

1415 5585 7823 6251—Start at the last stage of Dr. Wily's Castle with all weapons and items, power-ups and four energy tanks

Mega Man 7: Secret Battle Game

Enter the password listed above for *Mega Man 7*, but hold □ + ○ while you press **START** to confirm. You will enter a secret two-player battle game

MERCENARIES

Cheat Codes

At any time during gameplay, press **SELECT** to bring up the PDA, then press **R1** to scroll over to the "Factions" screen, where you can enter any of the following codes.

Invincibility—**Up, Down, Up, Down, Left, Right, Left, Right**
Infinite ammo—**Right, Left, Right, Right, Left, Right, Left, Left**
Add $1,000,000—**Right, Down, Left, Up, Up, Left, Down, Right**
Unlock all shop items—**Down, Down, Down, Down, Up, Left, Right, Right**
Reset all factions to "Neutral"—**Up, Up, Up, Up, Down, Down, Right, Left**
Unlock all "unlockables" cheats—**Right, Right, Left, Left, Up, Up, Down, Down, Up, Right, Left, Down, Down, Left, Right, Up, Down, Down, Up, Up, Left, Left, Right, Right**

Note: The codes listed below will only work after entering the "Unlock all 'unlockables' cheats" code shown above

Play as Indiana Jones—**Left, Left, Right, Right, Up, Up, Down, Down**
Play as Han Solo—**Left, Left, Right, Right, Up, Down, Up, Up**
Play as the Ace of Diamonds—**Left, Left, Right, Right, Down, Down, Up, Up**
Play as Hearts card—**Left, Left, Right, Right, Up, Down, Down, Up**
Play as a Deck of 52 member—**Left, Left, Right, Right, Down, Up, Up, Down**

Play as Garret—**Left, Left, Right, Right, Up, Down, Down, Right**
Play as Peng—**Left, Left, Right, Right, Up, Down, Down, Left**
Play as Buford—**Left, Left, Right, Right, Up, Down, Down, Down**
Play as Josef—**Left, Left, Right, Right, Down Up, Up, Up**
Play as a Mafia heavy—**Left, Left, Right, Right, Down, Up, Down, Up**
Play as an NK Elite—**Left, Left, Right, Right, Down, Down, Down, Up**
Play as an SK Elite—**Left, Left, Right, Right, Down, Down, Up, Down**
Play as a doctor—**Left, Left, Right, Right, Down, Up, Down, Down**
Play as a prisoner -**Left, Left, Right, Right, Down, Down, Down Down**
Play as an Allied pilot—**Left, Left, Right, Right, Up, Down, Up, Down**

MIDNIGHT CLUB 3: DUB EDITION

Cheat Passwords

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following case-sensitive passwords. Entering the password a second time will disable the cheat.
u r b a n s p r a w l—Unlock all cities in Arcade Mode, additional Ordered Races, Circuit Races, additional Autocross and additional Track races
c r o s s c o u n t r y—Same as above
r o a d t r i p—Same as above
o n t h e r o a d—Vehicle takes no damage
h y p e r a g r o—Increase car weight in Arcade Mode
k u b m i r—Add $1 to your total in Career Mode
r i m b u k—Subtract $1 from your total in Career Mode
t r y t h i s a t h o m e—Player has flaming head
g e t h e a d j—Player has a giant yellow happy face for a head
g e t h e a d k—Player has a pumpkin for a head
g e t h e a d l—Player has rabbit ears
g e t h e a d m—Player has snowman's head
g e t h e a d n—Player has a skull for a head
h a v e y o u s e e n t h i s b o y—Player's body is chrome

MISTER MOSQUITO

Kaneyo Mosquito

At the main menu, hold **L1** and quickly press **Up, Right, Left, Down,** , , **R1, R1, R1**. If you're fast enough, you'll hear Kaneyo's voice to confirm the code. The Kaneyo mosquito option will appear at the mosquito color selection screen.

Kenichi Mosquito

This code will not work unless you enter the Kaneyo Mosquito code first. At the main menu, hold **L2** and quickly press **Up, Right, Left, Down,** , **R2, R2, R2**. If you're fast enough, you'll hear Kenichi's voice to confirm the code. The Kenichi mosquito option will appear at the mosquito color selection screen.

Hidden Game

At the title screen, rotate the right analog stick clockwise 30 times. Every 10th rotation, you'll hear a chime. When you get to the 30th rotation, you'll automatically begin playing the hidden game, "Reckless Cyclist."

MORTAL KOMBAT: SHAOLIN MONKS

Cheat Codes

Enter any of the following codes at the main menu (where it says "Single Player," "Ko-op" etc.); you'll hear a confirmation sound each time you enter a code correctly.
Unlock Scorpion in all game modes—Hold **L2** and press , **Up, L1, R1, Left, Right,**
Unlock Sub-Zero in all game modes—Hold **L2** and press , **Down, Up, L1, L1, Up,**
Unlock *Mortal Kombat II* at the Kontent menu—Hold **L2** and press , **Up, Down, Right, Left, R2,**

MTV MUSIC GENERATOR 2

Unlock Jester Interactive Skin

While making a song, scroll down to line 999 in the generator. Move the cursor to the "Label" box in row 999 and press to bring up the Label screen. Enter JESTER as the name and exit the Label screen. Now go to the "Skin Selection" menu; you will see that a new skin called "Jester Interactive" has been unlocked.

MVP BASEBALL 2005

Cheat Codes

Select "Manage Rosters" from the main menu, then enter the "Create/Edit Player" option and choose "Create Player." Next, enter any of the following names in their respective First Name and Last Name fields. The first five names will unlock certain features, while the remaining names will create players with special characteristics. Note that the latter players will appear in the Free Agent pool; you must sign them to a team in order to see them in action.
Katie Roy—Unlock all MVP Rewards
Neverlose Sight—Unlock St. Patrick's Day jersey for the Boston Red Sox
Benny Lee—Enable scaling of individual limbs at the "Body Build" menu
Kenny Lee—Enable scaling of individual limbs at the "Body Build" menu
Teddy Lee—Enable scaling of individual limbs at the "Body Build" menu
Keegan Paterson—Short player with fat bat
Jacob Paterson—Short player with fat bat
Isaiah Paterson—Very short player with fat bat
Sean Paterson—Tiny player with fat bat
Avery Larmour—Tiny player with fat bat
Mark Curran—Player with thin, easily broken bat
Les Kram—Player with thin, easily-broken bat
G Clark—Player with thin, easily broken bat

NANO BREAKER

Secret Mini-Game

At any time during gameplay press **Up, Up, Down, Down, Left, Right, Left, Right**, , . (The code **Up, Up, Down, Down, Left, Right, Left, Right, L3, R3** also works.) You'll see the radar/map display change into a mini-game that's similar to Konami's *Time Pilot* arcade game.

NARC

Cheat Codes

Enter any of the following codes at any time during gameplay. Entering the same code a second time will disable its effects.
Invincibility—**R1, L1, R1, L1, R1, L1,**
All drugs—**R1, L1, R1, L1, R1, L1, L3**
All guns—**R1, L1, R1, L1, R1, L1, R3**
Show stashes—**R1, L1, R1, L1, R1, L1, Left**
Unlimited ammo—**R1, L1, R1, L1, R1, L1, Down**

NCAA FOOTBALL 06

Pennant Collection Codes

A list of Pennant Collection codes for *NCAA Football 06* can be found in the *Xbox Tips* section; these same codes will also work in the PlayStation 2 version of the game. (Press **SELECT** to bring up the keyboard interface on the PS2.)

NEO CONTRA

Cheat Code

At the title screen, press **Up, Up, Down, Down, L1, R1, L2, R2, L3, R3** to start the game with 20 lives in reserve.

NO ONE LIVES FOREVER

Stage Select

At the main menu, highlight the "Load Game" option. Press and hold **L3 + R3**, then press the button to bring up the Stage Select screen. Toggle the screens using the **R1** and **L1** buttons and press to select a level. Press to exit the menu.

OUTLAW VOLLEYBALL REMIXED

Cheat Codes

Enter the following codes at any time during gameplay (not while paused).
Characters have big heads in Exhibition, Random Play and Tour Modes—Hold **L1** and press

Female characters are well-endowed in Exhibition, Random Play and Tour modes—Hold **L1** and press , **Up, Up,** ○
Max out Turbo meter in Exhibition and Random Play—Hold **L1** and press **Left, Right, Down, R1**
Earn a Beating Token in Exhibition—Hold **L1** and press **L2, L2, L2**
Drop a Time Bomb on the opponent's side in Exhibition and Random Play—Hold **L1** and press , , , +

Secret Court

At the "Choose a Court" screen, hold **R1** and press , , , , , , , , , **L2, L2, L2, L2, L2, L2** to unlock The Pit of Hell in Exhibition mode.

PSI-OPS: THE MINDGATE CONSPIRACY

Cheat Codes

At the main menu, highlight "Extra Content" and press **R1** to access a cheat entry screen. Now you can enter any of the following cheat codes to unlock the corresponding feature.
5 3 7 8 9 3—All Powers Cheat
4 5 6 4 5 6—Super Psi Cheat
5 4 8 9 7 5—Bullet Resistant Cheat
9 7 8 9 4 5—Unlimited Ammo Cheat
9 8 7 9 7 8—No Head Cheat
0 5 1 2 0 9 2 6—"Floor of Death" Extra Mission
7 6 6 3 5 7 6 6—"Panic Room" Extra Mission
0 2 0 6 1 5—"Up and Over" Extra Mission
9 4 5 6 7 8—"Stoplights" Extra Mission
9 4 4 2 6 6 2—"Gasoline" Extra Mission
1 5 4 8 9 7—"Bottomless Pit" Extra Mission
0 9 0 7 0 2—"TK Alley" Extra Mission
1 5 4 6 8 4—"Gearshift" Extra Mission
4 2 8 5 8 4—"Tip the Idol" Extra Mission
5 6 5 4 8 5—"Psi Pool" Extra Mission
6 5 9 7 8 5—"Aura Pool" Extra Mission
5 6 8 7 8 9—"Bouncy, Bouncy" Extra Mission
4 5 6 8 7 8—"Gnomotron" Extra Mission
7 7 3 4 2 0 6—"Survival" Extra Mission
5 6 4 6 8 9—Nick Scryer (Training) Skin
4 8 4 6 4 6—Nick Scryer (Urban) Skin
9 7 5 4 6 6—Nick Scryer (Wasteland) Skin
4 5 6 4 9 8—Nick Scryer (Stealth) Skin
1 3 5 4 8 8—Sara Blake Skin
4 6 8 7 9 9—Sara Blake (Psi) Skin
6 7 8 9 9 9—Tonya Skin
2 3 1 6 4 4—Sara Blake (Suicide) Skin
4 8 9 7 8 8—Marlena Kessler Skin
1 3 6 8 7 6—Marlena Kessler (Leather) Skin
1 3 5 4 5 4—Marlena Kessler (Bikini) Skin
6 5 4 9 6 8 7 3—Marlena Kessler (Saranae) Skin
4 5 9 7 9 7—The General (Default) Skin
4 3 1 6 4 4—The General (Clown) Skin
4 9 7 8 7 8—Edgar Barret Skin
1 9 6 0 0 1—Edgar Barret ('70s Style) Skin
1 9 6 0 0 2—Edgar Barret (Training 2) Skin
1 9 6 0 0 3—Edgar Barret (Training 3) Skin
1 9 6 0 0 4—Edgar Barret (Training 4) Skin
1 9 6 0 0 5—Edgar Barret (Training 5) Skin
1 9 6 0 0 6—Edgar Barret (Training 6) Skin
4 6 8 9 8 7—Jov Leonov Skin
2 3 1 3 2 4—Wei Lu Skin
9 7 8 7 8 9—Wei Lu (Dragon) Skin
6 5 4 6 5 4—Wei Lu (Tranquility) Skin
3 2 1 6 4 6—MP1 Skin
6 9 8 7 9 9—MP2 Skin
6 5 4 6 5 9—MP3 Skin
6 9 8 7 9 8—Jack Skin
3 6 5 4 9 8—UN Soldier Skin
4 5 4 5 6 6—Crispy Soldier Skin
9 9 8 7 8 9—Labcoat Skin
3 6 4 6 5 4—Dockworker Skin
9 7 8 7 9 8—Dr. Kimiko Jones Skin
5 4 6 5 4 6—Scorpion Skin
4 6 5 4 8 6—Dark Mode
0 7 0 4 1 9 7 9—Cooperative Play Mode
0 5 0 5 1 9 7 9—Arcade Mode

THE PUNISHER

Cheat Code

At the "Profiles" screen, enter "V PIRATE" as your profile name. When you begin a game with this profile, you'll find that all weapons, War Journal entries, Extras and stages have been unlocked.

Q-BALL BILLIARDS MASTER

View Ball Paths

At the title screen, press **Up,** , **Down,** , **Left,** , **Right,** ; you'll hear a tone to confirm the code. Now access the Options menu and set the "Guideline Detail" to "High." When you start a game, you will be able to see the exact path of the cue ball and each numbered ball when performing a shot.

QUAKE III: REVOLUTION

Level Skip

At any time during gameplay, hold **L1 + R1 + R2 + SELECT** and press , ○, , , , ○, , . You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.

RAYMAN 2: REVOLUTION

Secret Bonus Levels Menu

At the main menu, select "Options," then select "Language." Next, select "Voices," then move the cursor to "Raymanian." Now hold **L1 + R1** and quickly press **L2, R2, L2, R2, L2, R2**. If you entered the code correctly, a new "Bonus Levels" menu will appear.

Secret Cheat Menu

At any time during gameplay, press **START** to pause the game. Next, select "Sound," then move the cursor to "Mute." Now hold **L1 + R1** and quickly press **L2, R2, L2, R2, L2, R2**. If you entered the code correctly, a new "Menu Cheat" menu will appear.

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered.
Unlock all boxers and special outfits—Press **Left, Left, Right, R2, Left, Right, Right, R1, R1, R2** (Press the button to cycle through each fighter's different outfits)
Faster gameplay—Press **Right, Right, Up, Down, Right,** then **R1** four times, then **R2**
Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right,** then **R1** 19 times, then **R2**
Christmas boxing ring—Press **Right, Up, Down, Down, Down,** then **R1** eight times, then **R2**
Thanksgiving boxing ring—Press **Right, Up, Down, Down, Down,** then **R1** seven times, then **R2**
Halloween boxing ring—Press **Right, Up, Down, Down, Down,** then **R1** six times, then **R2**
Independence Day boxing ring—Press **Right, Up, Down, Down, Down,** then **R1** five times, then **R2**
Easter boxing ring—Press **Right, Up, Down, Down, Down,** then **R1** four times, then **R2**
St. Patrick's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R1, R2**
Valentine's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R2**
New Year's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R2**
See the Ending—Press **Right, Right, Right, Down, R1, R2,** then exit to the main menu if you're not already there
Championship fight vs. Rumbleman—Press **R2, Down, Right, Up, Left,** then **R1** six times, then **R2,** then **R1, R1, R2**
Zombie boxer—Press **Left, Up, Right, Down, R1, R1, R2**
Big gloves—Press **Left, Right, Up, Down, R1, R2**
Extra fat boxer—Press **Right, Right, Up, Down, Right, R1, R1, R2**
Extra thin boxer—Press **Right, Right, Up, Down, Right, R1, R2**

Extra camera angles

At any of the game's menu screens, press **R1** 20 times, then **R2**, then **R1**, then **R2**, then **R1** 21 times, then **R2**, then **R1** 18 times, then **R2**, then **R1** nine times, then **R2**, then **R1** 14 times, then **R2**, then **R** five times, then **R2, Left, Right, Up, Down, R2**. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press **START** to pause; you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons.

Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter.
Level 1—**R1, R2, Down, Up, Up, Left, R1, R1, R1, R2**
Level 2—**R1, R1, R2, Down, Up, Up, Left, R1, R1, R1, R1, R2**
Level 3—**R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, Left, Right, Up, Down**

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall.

RED FACTION II

Unlock All Cheats

At the main menu, select "Extras," then select "Cheats." Next, enter , , ×, ×, , ○, , ○ to unlock all 12 cheats.

Level Select

At the main menu, select "Extras," then select "Cheats." Next, enter ○, □, ×, , □, ○, ×, . You won't receive any special confirmation, but if you start a new game, all levels will be available.

RISE OF THE KASAI

Cheat Codes

Enter any of the following codes at the title screen; you'll hear a sound to confirm each time you enter a code correctly. Once the codes have been entered, you can toggle the cheats on and off by selecting "Cheats" from the Extras menu.
Invincibility— , ○, ×, , ○, □, ×, ○, , , ,

Unlimited ammo— , ○, □, □, ×, , ,

Super Player—×, ×, ×, ×, □, □, □, □, ○, ○, ○,

Wimpy enemies— , , , , , , ,
Tough enemies— , , , , , ,

Arena AI off— , ○, ○, ○, ×, , □, □, ×, ○, ,

ROGUE OPS

Cheat Codes

At any time during gameplay, press **START** and enter the following codes while the game is paused. Note: Not all of the codes will work in all stages.
Half damage— , □, , ○, **Left, Left, Right, Right,** , ,
Enemy bullets do no damage—**Left, Right, Right, Left,** □, ○, ○,

Invincibility—**Left, Right, Right, Left, Left, Right, Right, Left, Left, Right, Right, Left,** □,
Infinite ammunition—□, ○, □, ○, , , , , , **Left,** ○, □, □, ○, ○, ○, ○, ,
One-shot kills—), **Left, Right, Right, Left,** ○, **L2, R2,** , ,
Unlimited TOC—○, ○, □, , **Left, Right, Right, Left, L2, R2, L2**
Unlimited lifespan for Flycam—**Left, Left, Right, Right, R2, R2, L2, L2,** ○, □, ○,
Skip current scene—**L2,** ○, **L2,** ○, **L2, Left, L2, Right, L2, R2, R2,**), **R2,** ○, **R2, Left, R2, Right,**

RTX RED ROCK

Cheat Codes
Select "Options" from the main menu or the pause menu, then select "Codes" and enter any of the following cheats.
Easy difficulty—**Up, Down, Down, Down, Down, Down, Down, Down, Up**
Normal difficulty—**Up, Down, Up, Down, Up, Down, Up, Down, Up, Down, Up, Down**
Hard difficulty—**Down, Up, Up, Up, Up, Up, Up, Up, Up, Down**
Unlock all levels—**Down, Left, Left, Down, Left, Down, Right, Down, Left, Down**
Acquire additional items—**Right, Right, Right, Right, Right, Left, Left, Left, Up, Up**
Acquire super weapons—**Right, Up, Down, Down, Up, Right, Right, Up, Down, Down**
Unlock all Special Features—**Left, Down, Up, Left, Right, Up, Down, Left, Right, Down**

RUMBLE ROSES

Cheat Codes
Enter either of the following codes at the main menu; you'll hear a sound to confirm each time you enter a code correctly
Unlock Swimsuit #1 in Exhibition mode—**Down, Left, Down, Left, Down, Left, Down,**), **SELECT**
Unlock Beach arena in Exhibition mode—**Down, Right, Down, Right, Down, Right, Down,** □, **SELECT**

SAMURAI JACK: THE SHADOW OF AKU

Cheat Codes
Enter the following codes at any time during gameplay
Max Health meter—Hold the Left Analog Stick **Right** + Right Analog Stick **Left**, then press ×, ○, ,
Max Zen meter—Hold the Left Analog Stick **Left** + Right Analog Stick **Right**, then press , ,
Earn Crystal Sword—Hold the Left Analog Stick **Down** + Right Analog Stick **Up**, then press ×, ○, ,
Earn Fire Sword—Hold the Left Analog Stick **Up** + Right Analog Stick **Down**, then press □, ×, ○, ,
Earn Lightning Sword—Hold the Left Analog Stick **Up** + Right Analog Stick **Up**, then press ○, , ,

SCALER

Cheat Codes
At any time during gameplay, press **START** to access the pause menu. Select "Options," then select "Audio." Now you can enter the following codes at the Audio menu. Note: The codes must be entered quickly or they won't work.
Replenish health—**R1, L1, R1, L1,** ○, ○, □, □, **R1,** ○
200,000 Kickkies—**L1, R1, L1, R1,** ○, □, ○
Infinite Electric Bombs—**R1, R1, L1, L1,** ,

SECRET WEAPONS OVER NORMANDY

Cheat Codes
Enter any of the following codes at the main menu, when the words "New Game" and "Continue" appear. Each time you enter a code correctly, you will hear a voice saying, "Secret Code Accepted."
Invincibility—**Up, Down, Left, Right, Left, Right, Right, L1, L1, R1, R1, L2, R2**
Infinite ammo—**Up, Right, Down, Left, Up, Right, Down, Left, L1, R1**
Unlock all planes in Instant Action mode—**Up, Down, Left, Right,** ×, □, △, ○, □, △, ○, ^
Unlock upgrades for all planes in Instant Action mode—**Up, Down, Left, Right,** △, △, □, ..., **L1, R1**
Unlock all Instant Action environments—**Up, Down, Left, Right, L1, R1, L1, R1**
Complete all missions in Campaign Mode— , , , , , , , , then press **R2, R2, L2, L2** and select "Continue"
Big head mode—**Up, Left, Down, Right, Up, Left, Down, Right, L1, R1, L1, R1**
Unlock extra replay views—**Up, Down, Left, Right, R1, R1, L1, L1**

SEEK AND DESTROY

Secret Passwords
After clearing the first mission, reenter the town of Rivageders and look for a suspicious-looking purple-colored tank across from the heliport. Approach it and press ○ to speak to it; it will ask if you know the secret word. Now enter any of the following passwords to earn the corresponding prize
K W N O H I R O—1,000 Gold
G S A S I N R I—AirGatling weapon
K K H W E E E E—Round Bomb weapon
O D G R I T R O—Grand Flag

SHARK TALE

Cheat Codes
During any of the levels where you can obtain pearls, press the **SELECT** button to bring up the controller screen, then enter any of the following codes. A confirmation message will appear when you release **L1** after entering a code. You can disable a cheat by entering the same code a second time
Replace Pearls with Coins—Hold **L1** and press ○, , , , , , ×
Some creatures will fly off the screen when touched—Hold **L1** and press ○, ○, ○, ○, ×, ○, , ,

SHREK 2

Cheat Codes
At any time during gameplay, press **START** to pause and select the "Scrapbook" option from the Pause menu. Enter any of the following codes at the Scrapbook screen; you'll hear a message each time you enter a code correctly
Unlock all levels—**Left, Up,** ×, ○, **Left, Up,** ×, ○, **Left, Up,** ×, ○, **Up, Up, Up, Up, Up**
Unlock all bonuses—**Left, Up,** ×, ○, **Left, Up,** ×, ○, **Left, Up,** ×, ○, ×, ○, ×, ○, ○, ○
Earn 1,000 points—**Left, Up,** ×, ○, **Left, Up,** ×, ○, **Left, Up,** ×, ○, ○, ○, ○, ○, ○, ○
Refill health meters—**Left, Up,** ×, ○, **Left, Up,** ×, , **Left, Up,** ×, ○, **Up, Right, Down, Left, Up**

SIREN

Secret Puzzle Game
During Tamon Taxeuchi, Day 3—03:00, you'll find the "Brain Cell Revival" game on a child's grave after you switch control to Kyoya Suda. If you pass the level and save, whenever you return to the title screen the puzzle game will be available from the main menu

Time Attack Mode
If you clear every scenario (78 blocks filled on the Link Navigator), you will unlock the Time Attack Mode. Access it by pressing ... in the Stage Select feature before beginning a level

SKY GUNNER

Unlock Processing Options
At the title screen, press **Up,** , **Left,** , **Down,** , **Right.** When you press **START**, a special message will appear to confirm the unlocked options

SLED STORM

Unlock Everything
At the title screen, when the words "Press START Button to Continue" are displayed, hold **L1 + R1** and press □, , **Up,** ○, ..., **Down.** A message will appear to confirm the code

SLY 2: BAND OF THIEVES

Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following codes at the pause menu
Get TOM gadget—**Left, Left, Down, Right, Left, Right**
Get Time Rush gadget—**Down, Down, Up, Down, Right, Left**
Restart the current episode—**Left, R1, Up, Down, Up, Left**
Warp to tutorial—**Right, Left, Up, Up, Up, R1**
Warp to Episode 1: "The Black Chateau"—**Down, R1, Left, Right, R1, Down**
Warp to Episode 2: "A Starry Eyed Encounter"—**R1, Left, Right, R1, Left, Down**
Warp to Episode 3: "The Predator Awakes"—**Up, Left, Right, Left, Down, Up**
Warp to Episode 4: "Jailbreak"—**Up, Right, Right, Up, Left, Left**
Warp to Episode 5: "A Tangled Web"—**Left, R1, Down, Down, Up, Right**
Warp to Episode 6: "He Who Tames the Iron Horse"—**Down, Up, R1, R1, Left, Down**
Warp to Episode 7: "Menace in the North, Eh?"—**Left, Left, Left, Down, Down, R1**
Warp to Episode 8: "Anatomy of Disaster"—**Down, Up, Left, Left, R1, Right**

SONIC HEROES

Metal Teams
Select "2P Play" from the main menu, choose a game and select any team. At the stage-select screen, select a stage with the **START** button, then immediately press and hold × + while the game loads. When the game starts, your team will consist of metal versions of the characters you chose

SPACE CHANNEL 5: SPECIAL EDITION

Disc 1 Cheat
At any time during gameplay, pause the game, press and hold **L1 + R1**, then press **Up, Left,** ×, **Left,** ×, **Down, Right,** ○, **Right,** ○. The game will continue with the computer controlling your moves and playing a perfect game

Disc 2 Cheats
At any time during gameplay, press **START** to pause the game and enter either of the following codes
Computer-controlled perfect game—Hold **L1 + R1** and press △, △
Mirrored camera angles—Hold **L1 + R1** and press **Left, Up, Right**

SPAWN: ARMAGEDDON

Cheat Codes
At any time during gameplay, press **START** and enter the following codes while the game is paused. When you unpause, you will hear Spawn say "Necro-licious!" or "Necro-goodness!" to confirm each correct code
All weapons—**Up, Down, Left, Right, Left, Right, Left, Left**
Infinite ammo—**Up, Down, Left, Right, Up, Left, Down, Right**
Infinite health and Necroplasm—**Up, Down, Left, Right, Right, Left, Down, Up**
Toggle blood on/off—**Up, Down, Left, Right, Up, Up, Up, Up**
Unlock all comics—**Up, Down, Left, Right, Right, Left, Left, Up**
Unlock all missions—**Up, Down, Left, Right, Left, Left, Right, Right**
Unlock all encyclopedia entries—**Up, Down, Left, Right, Left, Right, Up, Down**

SPIDER-MAN 2

Cheat Code
At any time during gameplay, pause the game, enter the Save/Load menu and select "New Game." At the "Enter Name to Start New Game" prompt, enter "HCRAYERT" as your name and select "Enter," you'll see the name disappear. Now simply back out of the "Enter Name" screen and unpause, you'll warp directly to Chapter 16 with at least 44.38% of the game completed. This code also gives you 200,000 Hero Points, all four Boss Awards, the Web Zip upgrade and six Speed Swing upgrades. You can also enter the code at the "Enter Name" prompt that appears when you load the game without a save file present. Entering the code repeatedly will allow you to rack up additional Hero Points, they won't count toward the 50,000 you need to finish Chapter 16, and they may not appear in the Hero Points total at your "Status" screen, but they'll be there when you enter a Spidey Store

SRS: STREET RACING SYNDICATE

Cheat Codes
At the main menu, press **Up, Down, Left, Right.** A cheat menu will appear where you can enter the following codes
S I C K J Z A—Unlock Toyota Supra 3.0L R2 in Arcade Mode
S I C K G D B—Unlock Subaru Imprezza S202 STi in Arcade Mode
I G O T G S T—Unlock Mitsubishi Eclipse GS-T in Arcade Mode
R E N E S I S—Unlock Mazda RX-8
M Y T C G T S—Unlock Toyota Celica GT-S
G O T P O P O—Unlock Police Car in Arcade Mode
L E T M E G O—First three busts are only warnings
F I X I T U P—Free repair
G O R E T R O—Unlock all Vinyls

STAR TREK: SHATTERED UNIVERSE

Cheat Codes
Enter any of the following codes at the main menu (the one that shows the bridge, with the *Shattered Universe* logo in the lower right corner of the screen)
Invincibility—**L1,** □, **L1, R1,** △, ..., **SELECT**
All ships unlocked—**L1,**), **L1,** , **R1, R1,** ○, **SELECT**
All missions open—**R1, L1,** ○, ..., **L1, R1,** △, **SELECT**
All medals and rank awarded—**L1, R1, L1,** ○, **R1,** , **L1, SELECT**
Kobayashi Maru difficulty open—**L1,** △, **L1, L1,** , , **R1, SELECT**

STAR WARS: BATTLEFRONT

Unlock All Planets in Campaign Mode
After selecting your Era in Campaign Mode, you will enter the planet select screen. Press), , , ○ at this screen to unlock all of the planets

Small Combatants
When creating a profile, enter "Jus Jus" as the profile name. All of the characters in the game will now be Ewok-sized.

STAR WARS EPISODE III: REVENGE OF THE SITH

Cheat Codes
Select "Settings" at the main menu, then select "Codes" and enter any of the following cheats
XUCPHRA—Infinite health
KAIBURR—Infinite Force energy
BESSAVIS—Fast Force energy and health regeneration
JAINA—All attacks and Force power upgrades
KORRIBAN—All story missions unlocked
NARSHADDAA—All bonus missions unlocked
TANTIVEIV—All duel arenas unlocked
ZABRAK—All duelists unlocked
COMLINK—All movie clips unlocked
AAYLASECURA—All concept art unlocked
NATHAN G—Turn all in-game text pink
SUPERSABERS—Some characters get huge lightsabers in certain stages
071779—Mini battle droids
021282—Unlock all attack and Force power upgrades, all story missions, all bonus missions, all movie clips, all concept art, all duelists and all duel arenas

STATE OF EMERGENCY

Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following codes
Unlock Spanky—**Right, Right, Right, Right,** ^
Unlock Freak—**Right, Right, Right, Right,** ^
Unlock Bull—**Right, Right, Right, Right,** ×
Complete current mission (Revolution mode)—**Left, Left, Left, Left,**
Invulnerable—**L1, L2, R1, R2,**
Infinite time—**L1, L2, R1, R2,**
Infinite ammo—**L1, L2, R1, R2,** ^
Punches decapitate—**L1, L2, R1, R2,**
Big player—**R1, R2, L1, L2,** ^
Normal-size player—**R1, R2, L1, L2,** ○
Little player—**R1, R2, L1, L2,** ×
Looting on the rise—**R1, L1, R2, L2,** ...
Pistol—**Left, Right, Down, L1,** △
Pepper Spray—**Left, Right, Down, L1,** □
Tazer—**Left, Right, Down, L1,** ○
Tear Gas—**Left, Right, Down, L1,** ×
Shotgun—**Left, Right, Down, L2,** ...
Minigun—**Left, Right, Down, R1,** ...
Grenade Launcher—**Left, Right, Down, R1,**
Flamethrower—**Left, Right, Down, R1,** ○
Rocket Launcher—**Left, Right, Down, R1,** ×
AK-47—**Left, Right, Down, R2,** ...
Grenade—**Left, Right, Down, R2,** ...
M-16—**Left, Right, Down, R2,** ○
Molotov—**Left, Right, Down, R2,** ×

STRIKE FORCE BOWLING

Cheat Codes
Select "Add Bowler" from the Bowler Entry menu in any game mode, then change the new bowler's name to any of the following passwords to activate the corresponding cheat
I S T R I K E !—Enable Autostrike mode
I L E V E L S !—Unlock all levels
I B O W L E R !—Unlock all bowlers

THE SUFFERING

Cheat Codes
At any time during gameplay, hold **L1 + R1** + ×, and enter any of the following codes. You'll get a confirmation message each time a code is entered correctly
Unlock all weapons and items except Flashlight and Gonzo Gun—**Down, Right, Up, Left, Down, R2, Left, Left, Right, Right, R2, Down, Up, Left, Right, R2**
Unlock Flashlight—**Up, Left, Down, Right, Up, Right, Down, Left, R2**
Unlock Gonzo Gun—**Left, R2, R2, R2, Right, Left, Right, Left, Up, R2, R2, R2, Down, Up, Down, Up, R2**
Restore health—**Down, Down, Down, R2, Up, Up, Down, Up, R2**
Refill ammo for selected weapon—**Right, Right, Down, Up, Left, Right, Left, Left, R2**
Refill ammo for selected throwing weapon—**Left, Left, Up, Down, Right, Left, Right, Right, R2**
Unlock all Maps—**Left, Right, Down, Right, R2, Left, Up, Left**
Unlock all Documents—**Right, Left, Up, Left, R2, Right, Down, Right**

SUMMER HEAT BEACH VOLLEYBALL

Cheat Codes
Select "Options" from the main menu, then select "Game Settings" and enter the "Cheats" Menu. Enter any of the following codes to activate a specific cheat. To turn off the cheat, simply re-enter the code at the "Cheats" Menu again

PEEPS—Unlock all characters
80DAY—Unlock all locations
MAJOR—Unlock all mini games
MUSAK—Unlock all music videos
GAMON—Unlock all game videos
WERIT—Unlock all accessories
GREED—Unlock all costumes
MYPAD—Unlock all rooms in beach house
CHAMP—Unlock all difficulty modes
NAILS—Increased difficulty in Expert mode
WHINE—Hide player arrows
HOT 1—Sun ball
GOLEM—Nerd ball
MILKY—Coconut ball
SPACE—Low gravity mode
ZIPPY—High gravity mode
EXOSZ—Spinning head mode
MOUSE—Squeaky mode
HORSE—Deep voice mode
HALEN—High jump
1HEAD—1st-person mode
BIRDS—Unlock bird's eye camera

SUPER BUST-A-MOVE

Secret Codes

Enter any of the following codes at the title screen. An icon will appear on the screen after entering each code correctly. The "Another World" code lets you play an alternate set of stages in 1P Puzzle Mode.
Another World— , Left, Right,
Secret Characters— , Right, Left,

SUPER BUST-A-MOVE 2

Another World

At the title screen—when the words "Push Start Button" appear—press , Down, Up, . A special icon will appear on the screen. Now all of the "normal" and "classic" puzzles in Puzzle Mode are different.

Secret Characters

At the title screen—when the words "Push Start Button" appear—press , Up, Down, . A special icon will appear on the screen. When you play any mode besides Story Mode, you'll now be able to select from two additional characters.

SUPERCAR STREET CHALLENGE

Unlock All Cars and Courses

At the main menu, press , , Up, Right, Down, Left, L2, R2, L1, R1. When the cheat menu appears, select "Set All" to unlock all tracks and vehicles.

Unlock Furasshu-sama

At the vehicle selection screen, quickly press Up, Up, Down, Down, Left, Right, Left, Right, , , SELECT, START. If you entered the code correctly, the ultimate car, Furasshu-sama, will immediately appear on the screen. If you're not fast enough, you'll be taken to another screen upon pressing .

Unlock Additional Paint Schemes

From the "Vehicle Select" menu, choose the "Create-a-Car" option, then choose "Styling Studio." Press Up, Right, Down, Left, , , to unlock additional colors.

SUPERMAN: SHADOW OF APOKOLIPS

Secret Codes

From the main menu, select "Options," then select "Cheat Menu." Next, enter any of the following codes.
SMALLVILLE—Infinite health
JOR EL—Infinite Super Power
BIZARRO—Hard mode (double enemy health)
LESLIE WILLIS—Easy mode (half enemy health)
JOHN CORBIN—Unlock levels
LARA—Unlock biographies
LANA LANG—Unlock movies
MXYZPTLK—Unlock levels, biographies and movies

SWAT: GLOBAL STRIKE TEAM

Cheat Code

Select "Campaign" from the main menu, select a profile, then choose "Select Mission." Now press Up, L1, Down, R1, Left, L1, Right, R1, Up to unlock all Single-Player Campaign and Co-op Campaign missions.

TAK AND THE POWER OF JUJU

Cheat Codes

At any time during gameplay, pause the game and enter the following codes.
Earn all Juju Powers—Up, Right, Left, Down, , , , Down
Max Nubu Plants— , , , Left, Up, Right, Down, Down
Max Moonstones— , , , , , , Left, Right
Max Yorbels—Up, , Left, , Right, , Down, Up
Max Feathers— , , , , , , , ,
Unlock all bonus features—Left, Right, , , , , Left, Right

THEME PARK ROLLER COASTER

Cheat Codes

At any time during gameplay, enter any of the following codes. Note that the codes must be repeated a specific number of times before they will register.
Unlock all items— Up, Down, Up, Down, Left, Up, Down, Up, Down, Right. You must repeat this sequence nine times in total.
Items cost nothing—Left, Down, , . You must repeat this sequence nine times in total.
255 Gold Tickets and all roller coaster awards— Up, Down, Left, Right, , Right, Left, Down, Up, . You must repeat this sequence five times in total.

THUNDERSTRIKE: OPERATION PHOENIX

Unlock All Missions

From the main menu, select "Options." Set "Vibration" to one block, "SFX" to zero blocks and "Music" to zero blocks. Next, hold L1 + L2 + R1 + R2 + and press . You'll see the words "Spooky Cat!" flash on the screen to confirm that all missions have been unlocked.

TIGER WOODS PGA TOUR 2005

Cheat Codes

Choose "EA Sports Options & Extras" from the main menu, then select "Password" from the Options menu and enter any of the following case-sensitive codes.
T H E G I A N T O Y S T E R—Unlock standard courses and all golfers except Justin Timberlake
T H E T E N N E S S E E K I D—Unlock Justin Timberlake
9 1 t r e S T R—Unlock all Adidas sponsorship items for purchase
c g T R 7 8 q w—Unlock all Callaway Golf sponsorship items for purchase
C L 4 5 e t U B—Unlock all Cleveland Golf sponsorship items for purchase
s f k a j f d—Unlock all Cobra sponsorship items for purchase
F D G H 5 9 7 i—Unlock all Maxfli sponsorship items for purchase
Y J H k 3 4 2 B—Unlock all Never Compromise sponsorship items for purchase
U i t 4 5 T W 6—Unlock all Nike and some Nike TW sponsorship items for purchase
k j n M R 3 q v—Unlock all Odyssey Golf sponsorship items for purchase
R 4 5 3 D r T e—Unlock all PING sponsorship items for purchase
c D s a 2 f g Y—Unlock all TAG Heuer sponsorship items for purchase

TOM CLANCY'S SPLINTER CELL CHAOS THEORY

Unlock All Levels

At the "Solo/Co-op" game mode screen, select "Solo," then enter your profile name. At the main menu in "Solo" mode, hold L1 + L2 + R1 + R2 and press , , , , , , , , , , , . You'll hear a sound to confirm the code. Now select "Load Game" and you'll find that all of the missions have been unlocked.

TOMB RAIDER: THE ANGEL OF DARKNESS

Stage Select

At any time during the game, press START to pause, then press and hold L1 + R2 + Down + simultaneously. Release the buttons, then immediately press , Up, , , Right, Down as quickly as possible. If you've entered the code correctly, you'll see two new options at the Paused menu which will allow you to skip the current level or warp directly to any level in the game.

TONY HAWK'S UNDERGROUND 2

Cheat Codes

Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes.
s t r a i g h t e d g e—Unlock "Perfect Rail" cheat
l i k e p a u l i e—Unlock "Always Special" cheat
o l d s k o o l—Unlock Natas Kaupas
s e l l o u t—Unlock Nigel Beaverhausen
a p r i l s m a n—Unlock Phil Margera
c o s t a r s !—Unlock Ben Franklin, Bull Fighter, Graffiti Tagger, Shrimp Vendor, Jester and Ryan Sheckler
b o x o f f i c e—Unlock all movies
d 3 s t r u c t—Unlock all levels

TRANSWORLD SURF

Cheat Codes

Enter the following codes at any time during the game (not while paused), you'll hear a sound effect to confirm each code. Note: The codes marked with an asterisk (*) will not work unless you enter the "Enable Cheats" code first.
Enable cheats— SELECT, Up, Down, L2, Left, Right, L2
Complete all goals in current location (Pro Tour mode)—SELECT, Up, Left, L1, Up, Left, L1
Unlock all levels in all game modes (note: must be entered in Pro Tour mode)—SELECT, Down, Right, Left, L1, Down, Right, Left, L1
Camera cheat (Free Surf mode only, use analog sticks to change camera angle)—SELECT, Right, Left, Down, Up, L1
Toggle HUD screen display on/off— SELECT, Up, Down, Left, Right, Up, Right
*Invisible surfer—SELECT, Up, Down, Left, Right, Left, Up
*Invisible surfboard—SELECT, Up, Down, Left, Right, Left, Down
*Surf on a shark— SELECT, Up, Down, Left, Right, Right, Down
*Fast paddle (press the right analog joystick Up)— SELECT, Up, Down, Left, Right, Down, Down
*Max Trick Meter— SELECT, Up, Down, Left, Right, Down, Up
*Perfect balance during floaters—SELECT, Up, Down, Left, Right, Right, Left
Disable all "*" cheats—SELECT, SELECT, SELECT, SELECT

WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY

Cheat Codes

Enter any of the following codes quickly at the main menu. If you're not fast enough, they won't register.
Perfect balance on rails and manuals—Down, Up, Left, Right, , , , , R1, R2, L1, L2
Unlock secret characters—Rotate the right analog stick 15 times clockwise or counterclockwise
Unlock all levels— , , , , , , , , , , , ,
Complete all gaps— R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2
Unlock each rider's 2nd and 3rd boards—Up, Up, Left, Left, Right, Right, Down, Down, Up, Left, Right, Down, Up, Left, Right, Down
Master code (unlock everything + perfect balance)—Up, Down, Up, Down, Up, Down, Up, Down, Up, Down, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right

WAR OF THE MONSTERS

Unlock Mecha Sweet Tooth

First, beat the Story mode in *Twisted Metal: Black* with Sweet Tooth. Then start *War of the Monsters* with a memory card containing your saved file from *Twisted Metal: Black*. You will see a message saying, "Mecha Sweet Tooth Unlocked" before the game starts. Choose the fourth costume for Agamo to play as Mecha Sweet Tooth.

WARJETZ

Codes

From the Game Setup menu, select "Input Code," then enter any of the following codes. You'll see a special message after entering each one correctly.
S P R L Z Y—Super Cheats
T W L V C H T S—All Cheats
J M P T T—Level Select
D N G D M—Invulnerable
M R R M R—Thick Armor
Z P P Y—Fast Planes
H M M R—Bigger Guns
Q D—Biggest Guns
F R H S—Rapid Fire
N S T N T—Speed Shots
N D B M B S—Dual Fire
D Z Z Y—Spin Shots
S C R W—Shields on Roll
D H—Top Gun
V R L R D S—Overlords Mode
W N R L F S T—Valhalla Mode
S N K Y—Ghost Mode
T W F S T D—Double Bux
W N N N G S—Extra 10 Bux
P Y R S—Weapon Up at 3
N D C S N—Switch Planes
S M S H N G—Plane Wins
B X D R W—Show Boxes
W Y P N T—Show Waypoints
G R T D—Every Movie

WHITEOUT

Unlock All Tracks, Characters and Snowmobiles

At the main menu, hold L1 + R1 and press Right, Right, Right, Right.

Race Codes

Enter any of the following codes at any time during a race.
Automatic win—Hold L2 + and press Up, Down, Left, Right
Restore Stamina—Hold L2 + and press Right, Right, Left, Down
View other riders—Hold L2 + and press Down, Down, Left, Left (repeat the code to toggle between riders)

WILD WILD RACING

Unlock Secret Options

From the main menu, select "Options." Next, hold and press Up, , Down, , Left, Right, Left, Right, . A new "Secret" menu item will appear at the bottom of the Options menu.

Unlock Top Secret Options

First, enter the "Unlock Secret Options" code above. Next, go back to the main menu and select "Single Player," then input "NORTHEND" at the "Enter Your Name" screen. You'll hear a special message if you entered it correctly. Finally, return to the "Secret" options and another new item will appear called "Top Secret!"

WINBACK: COVERT OPERATIONS

Secret Codes

Enter any of the following codes quickly at the title screen.
Unlock All Characters in Versus Mode—Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then hold and press START
Unlock "Trial" option—Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then hold and press START
Unlock "Max Power" option—Press L1, R2, L2, R2, L2, , , , , then hold L1 and press START
Unlock "Sudden Death" option—Press L2, R2, L2, R2, , , , . Next, hold L1 and press START

WIPEOUT FUSION

Cheat Codes

Select "extras" from the main menu, then select "cheats" and enter any of the following codes.
, , , , —Infinite weapons
—Infinite shield
—Infinite cannon
—Super fast ship
—Retro planes
—Animal ships
—Mini ships
—Unlock Time Trial mode, Zone mode (plus all Zone areas), all challenges, all leagues, all teams and pilots, all courses, all super weapon licenses and 50,000,000 credits

WORLD TOUR SOCCER 2005

Cheat Codes

Enter the following codes at the main menu.
Unlock everything—L2, L2, L1, R1, Left, Up, Left, Down
Unlimited TIF Tokens—Up, Down, Up, Down, R1, R1, R2, R2, Up, Down, Up, Down
Unlock all Time Warp international teams—R2, L2, R2, L2, Up, L1
Unlock all TIF Dev teams—Down, Right, L2, R1, Left, R1
Unlimited transfer money in season mode—L1, L1, R1, Down, Left, Right

WRATH UNLEASHED

Secret Codes

Enter the following codes at the title screen (where the words "Press Start Button" appear).
Large Characters on Map—Left, , Up, , Right, , Down,
Increase Health and Speed in Versus/Team Fighter Mode—Down, Down, Up, Down, Left, Right, Down, Up, Up, Up, Up, Right, Left,

WRECKLESS: THE YAKUZA MISSIONS

Unlock All Missions and Cheats

Select the "Cheats" option from the "Scenario Select" menu. Highlight the "unlimited time" option in the cheat menu and simultaneously press L2 + R1 + Right + repeatedly until all cheats become available.

THE X FILES: RESIST OR SERVE

Cheat Passwords

Choose "Options" from the main menu, then select "Game Settings" and access the "Cheats" menu to enter any of the following codes.
Unlimited ammo—L1, L2, , R2, R1
Player invincible—Up, , , , Down
One-shot kills— , L2, Down, R1,
Unlock all Acts—R2, Right, L2, Up,
Unlock all Bonus Features—Left, R1, L1, Down,
Grenade Bullets— , , , L2, R2

ZONE OF THE ENDERS

Versus Mode

At the title screen, press , , Right, Left, Right, Left, Down, Down, Up, Up. A new item called "Versus" will now appear at the main menu.

Exchange Level for Health and Ammo

At any time during gameplay, press START to pause, then press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. Your health and ammo will be fully restored, but your level will decrease by one at the same time. However, if you're at Lv. 1 already, the code will not work.

GameCube tips

1080° AVALANCHE
Avalanche Codes
Choose "Options" from the main menu, then select "Enter an Avalanche Code" and enter any of the following codes:
J A S 3 I K R R—Sub-Zero Assault: Spinal Damage (Novice Match Challenge)
2 A U N I K F S—Sub-Zero Assault: Ballistic (Hard Match Challenge)
E A T F I K R M—Avalanche Alley: No Way Out (Expert Match Challenge)
S A V I K N Y—Avalanche Alley: Outway Knoll (Extreme Match Challenge)

AGGRESSIVE INLINE
Secret Cheats
Select "Cheats" from the Options menu and enter any of the following codes. You'll be automatically returned to the Options menu after entering a code correctly.
↑ ↑ ↓ ↓ ↑ ↑ ↓ B A B A—Unlock all levels
↓ ↑ ↓ ↑ ↓ ↑ ↓ ↑ ↓ ↑ ↓—Unlock all characters
↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ A—Juice regeneration
↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑—Super spins
↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ A B A B S—Low gravity wall rides
SKELETON—Obtain all keys
BIGUPYASELF—Perfect grinds
JUSTIN BAILEY—Perfect handplants
QUEZDONTSLEEP—Perfect manuals
KHUFU—Bails don't cause you to lose juice (note: this code will have no effect unless you activate the "Juice Regeneration" code first)

ATV: QUAD POWER RACING 2
Cheat Codes
Enter the following codes in the "Name Your Rider" screen when creating a new profile. A confirmation message will appear each time you enter a code correctly.
B U 8 B A—Unlock all riders
G E N E R A L L E E—Unlock all vehicles
R O A D K I L L—Unlock all tracks
R E D R O O S T E R—Unlock all championships
D O U B L E B A R R E L—Unlock all challenges
F I D D L E R S E L B O W—Max skill level
G I N G H A M—Max stats

BALDUR'S GATE: DARK ALLIANCE
Play as Drizzt Do'Urden
At the character select screen, hold **L + R + Y** and press **A**. You won't see or hear any special indication that the code worked until you begin your game.
Level Warp & Invincibility
At any time during gameplay, hold **L + R + Left + Y** and press **START**. After entering the code correctly, a special menu will appear.

BATMAN: RISE OF SIN TZU
Cheat Codes
At the main title screen (when the words "Press Start" appear), hold **L + R** and enter any of the following codes. A confirmation message will appear upon entering a correct code. If you enter the same code again, the cheat will be deactivated.
Unlimited health—**Up, Right, Up, Left, Down, Left, Down, Right**
Unlimited combo meter—**Left, Right, Down, Up, Up, Down, Right, Left**
All upgrades—**Down, Up, Down, Left, Down, Right, Up, Down**
All end-game rewards—**Left, Down, Left, Right, Left, Left, Down, Right**
Dark Knight difficulty level—**Right, Up, Up, Right, Left, Down, Right, Up**

BEACH SPIKERS: VIRTUA BEACH VOLLEYBALL
Secret Codes
Choose "World Tour" from the main menu and start a new game. At the "Team Edit" menu, enter any of the following names in the "Name" box to unlock secret hair styles, face types and uniforms. Note: After entering a code correctly, you'll hear a chime and the code will not be registered as your character name.
J U S T I C E—Sunglasses: 94, Uniform: 105 and 106 (*Virtua Cop*)
D A Y T O N A—Uniform: 107 and 108 (*Daytona USA*)
F V I P E R S—Hair Style: 75, Face Type: 51, Uniform: 109 and 110 (Candy/Honey from *Fighting Vipers*)
A R A K A T A—Hair Style: 76, Face Type: 52, Uniform: 111, 112 and 113 (Ulala from *Space Channel 5*)
P H A N T A 2—Hair Style: 77, Face Type: 53, Uniform: 114 and 115 (Nei from *Phantasy Star II*)
O H T O R I I—Uniform: 116 and 117 (Sega logo)

BLOOD OMEN 2
Cheat Code
At the main menu, press **Z, R, L, B, X, Y**. When you start a new game, you'll have the Soul Reaver and Iron Armor.

BLOODRAYNE
Secret Codes
From the main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats menu from the Pause menu. All of the cheats except the first one must be toggled on by accessing the Cheats menu in this way after entry.
ON THE LEVEL—Enable level select
TRI ASSASSIN DONT DIE—Unlock God Mode
LAME YANKEE DONT FEED—Unlock Restore Health
ANGRY XXX INSANE HOOKER—Unlock Full Bloodlust
NAKED NASTY DISHWASHER DANCE—Unlock Time Factor parameter
DONT FART ON OSCAR—Unlock Enemies parameter
SHOW ME MY WEAPONS—Unlock Show Weapons on Body
INSANE GIBS MODE GOOO—Unlock Gratuitous Dismemberment
JUGGY DANCE SQUAD—Unlock Juggy Mode

CASPER: SPIRIT DIMENSIONS
Cheat Code
At the title screen, press **L + R + Z** and hold all three buttons down until you hear a chicken make a clucking noise. Now begin a game and Casper will start with the Ghost Power, Fire Enhance and Ice Enhancer spheres.

CONFLICT DESERT STORM II BACK TO BAGHDAD
Cheat Code
At the main menu, press **Z, Z, Y, Y, X, X, B, B, START, START**. A new "Cheats" option will appear in the Options menu.

DAVE MIRRA FREESTYLE BMX 2
Cheat Codes
Enter any of the following codes at the main menu (use the D-pad for all directional commands).
Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, B**
Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, B**
Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, B**
Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, B**

DIE HARD: VENDETTA
Cheat Codes
Enter the following codes at the main menu; a confirmation message will appear each time you enter a code correctly. Note that the game keeps track of the last button you pressed and may confuse the order in which you press them, so it's a good idea to enter the game and then exit to the main menu before entering each code.
Invulnerable—**L, R, L, R, L, R, L, R**
All Levels Unlocked—**X, Y, Z, Z, X, Y, Z, Z**
Infinite Hero Time—**B, X, Y, Z, L, R**
Liquid Metal—**B, Y, X, B, Y, X**
Big Heads—**R, R, L, R**
Pin Heads—**L, L, R, L**
Flame On—**B, X, Y, B, X, Y**
Exploding Fist—**B, X, R, R**
Hot Hands—**X, B, Y, L, L**
Kamikaze—**L, R, Z, Y, B**

DISNEY'S EXTREME SKATE ADVENTURE
Cheat Codes
Select "Options" from the main menu, then select "Cheat Codes" and enter these codes:
e n t o u r a g e—Unlock all characters
a m b a s s a d o r—Unlock all stages
t r e n d y t r i c k s t e r—Unlock all items in Create a Skater menu
i n t h e z o n e—Special meter always full
s a v a n n a h—Unlock *Lion King* movie
m a r i n—Unlock *Toy Story* movie
n u g g e t s—Unlock *Tarzan* movie

DR. MUTO
Cheat Codes
Select "Cheats" from the Options menu and enter any of the following codes:
T I N K E R T O Y—Every gadget
C H E A T E R B O Y—Never take damage
N E C R O S C I—Invincibility
E U R E K A—Unlock every morph
B E A M M E U P—Go anywhere
L O G G L O G G—Secret morphs
H O T T I C K E T—See movies
B U Z Z O F F—Super ending

DRAGON BALL Z: SAGAS
Cheat Codes
At any time during gameplay, press **START** to pause, then select "Controller" from the pause menu and enter the following codes at the controller screen:
Invincibility—**Down, A, Up, Y, START, START, Right, Left, X, B**
All upgrades purchased—**Up, Left, Down, Right, START, START, Y, A, X, B**
Unlock Everything
Choose "Options" from the main menu, then press **Up, Down, Up, Down, A, START, X, START, Y, A, Y, A, X, X, B** at the Options menu. This code unlocks all stages in Play Sagas mode, all items at the Extras menu and all stages and characters in Pendulum mode.

ENTER THE MATRIX
Cheat Codes
Select "Hacking" from the main menu (You must have a previously saved game on your memory card to access the Hacking option.) At the "A:\>" prompt, enter "CHEAT.EXE" and hit the "Return" button, a message will confirm that you are in cheat mode. To enter each of the following codes, you must input "CHEAT" and a space, then the cheat code (e.g. "CHEAT 0034AFF"), followed by a Return, or you can simply select "CHEAT" from the Command List menu, then enter the code and hit Return. A message will appear to confirm each time you enter a code correctly.
0 0 3 4 A F F F—All weapons unlocked
1 D D F 2 5 5 6—Infinite ammo
6 9 E 5 D 9 E 4—Infinite Focus
7 F 4 D F 4 5 1—Infinite health
1 3 D 2 C 7 7 F—Unlock Bonus Test Level
F F F F F F F 1—Invisibility (enemies can't see you)
D 5 C 5 5 D 1 E—Multiplayer Fighting
7 B 6 7 F 4 4 3—Faster Logos Flight Speed

EVOLUTION SKATEBOARDING
Secret Characters
At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, X**. At the character-select screen, highlight any character and press the **X** button to select a different hidden character at each one.
Unlock All Stages
At the title screen, press **L, R, Left, Right, Left, Right, Left, Right, Down, Down, Up, Up, Down, Up**. All of the game's stages will now be unlocked.

EXTREME G III
Secret Cheats
At the "Press Start" screen or the main menu, enter any of the following codes. A special message will appear after entering a code correctly.
Infinite shield—**L + R, Z, L + R, Z**
Infinite ammunition—**L, R, L, R, L + R, Z**
All tracks unlocked—**L, L, R, R, Z, Z, L + R + Z**
Win the next race—**L + R + Z, L + R, Z, L + R + Z**
Double prize money—**L, R, Z, L, R, Z, L + R**
Extreme lap challenge—**L, R, L, R, L, R, Z, L + R**

F-ZERO GX
Unlock Extra Soundtrack
Enter the "Customize" menu and select "F-Zero Shop," then press **Z, Left, Right, Left, Z, Y, X, Z, Left, Right, Left, Right, Z, X, Z, X, Z**, you'll hear a confirmation sound. Now enter "Items" and you'll see a new soundtrack called "Sounds of Big Blue" available for purchase.

FIFA STREET
Unlock All Kit Apparel
At the main menu, hold **L + Y** and press **Right, Right, Left, Up, Up, Up, Down, Left**. You will hear a sound to confirm the code.
Small Players
At any time during gameplay, Press **START** to pause, then hold **L + Y** and press **Up, Left, Down, Down, Right, Down, Up, Left**.

FIGHT NIGHT ROUND 2
Unlock All Venues
At the Game Modes screen, hold **Left** until you hear the bell.
Small Fighters
At the Select Venue screen, hold **Up** until you hear the bell.
Secret Characters
Enter the following codes in the "First Name" field when creating a new boxer. The unlocked fighters will appear in the Heavyweight class.
M A C M A N—Little Mac
G E T F A B—Fabolous

FINDING NEMO
Secret Cheats
Enter any of the following codes at the title screen. If entered correctly, you will hear a confirmation sound and the word "Cheat!" will appear. You can then toggle the cheats on and off at the pause menu during gameplay.
Level select—**Y, Y, Y, B, B, X, B, Y, X, B, Y, B, Y, B, Y, X, Y, Y**
Invincibility—**Y, B, B, X, X, X, Y, Y, B, B, B, X, X, X, X, B, Y, X, X, X, B, X, Y, X, X, B, X, X, Y, X, B, X, X, X, Y**
Reward level—**Y, B, X, X, B, Y, Y, B, X, X, B, Y, Y, X, B, Y, B, X, X, B, Y**
Credits—**Y, B, X, Y, Y, B, X, Y, B, X, Y, B, B, X, Y, B, X, Y, B, X, X, Y, B, X**

FREAKY FLYERS
Unlock Everything
At the Profile Select screen, select "New" and enter the name "ZENBU" to unlock all characters, levels, mini-games and specials.

FUTURE TACTICS: THE UPRISING
Cheat Codes
Enter any of the following codes at the title screen. The codes can also be entered at the main menu or at almost any time during gameplay.
Unlimited turns and movement—**Up, Up, Down, Down, Left, Right, Left, Left, R, L**
Big heads—**Up, Left, Down, Left, Down, Up, Up, Left**
Low gravity—**Up, Up, Up, Up, Up, Up, Down, Right, Up**
Disco mode—**L, Left, L, Left, R, Right, R, Right**

GAUNTLET: DARK LEGACY
Secret Codes
Enter any of the following codes at the "Enter your name" screen that appears whenever you start a new game.
A L L F U L—Start with 9 keys and 9 pot ons
1 0 0 0 0 K—Start with 10,000 gold

GLADIUS
Cheat Codes
Each of the following cheats is activated by pressing the **START** button to pause at a specific location in the game, then entering the corresponding code while the game is paused. You'll hear a sound effect to confirm each time you enter a code at the correct location.
Double battle speed—During combat, pause the game and press **Right, Up, Left, Down, Left, Left, Left, Left, Down, Up**
Normal battle speed—During combat, pause the game and press **Right, Up, Left, Down, Left, Left, Left, Left, Up, Down**

Combat camera control—During combat, pause the game and press **Up, Left, Down, Right, Left, Left, Left, Left, Up, Up, Up, Up**

Team Berserk mode—During combat, pause the game and press **Left, Down, Right, Up, Left, Left, Left, Left, Up, Right, Down, Left**

Increase amount of Attack Affinity after attacking—During combat, pause the game and press **Down, Right, Up, Left, Left, Left, Left, Left, Left, Y, Right**

Increase amount of Defense Affinity after attacking—During combat, pause the game and press **Down, Right, Up, Left, Left, Left, Left, Left, Y, Left**

Earn 1,000 Dnar—In the School, pause the game and press **Right, Down, Left, Up, Left, Left, Left, Left, Left, Y, Left**

Earn 1,000 Experience—In the School, pause the game and press **Right, Down, Left, Up, Left, Left, Left, Left, Y, Right**

Remove class requirements for equipment—In the School, pause the game and press **Right, Down, Left, Up, Left, Left, Left, Left, Y, Y, Y**

Disable random encounters—On the World Map, pause the game and press **Right, Left, Up, Down, Left, Left, Left, Left, Y, Y, Y**

Enable random encounters—On the Goal screen, pause the game and press **Right, Left, Up, Down, Left, Left, Left, Left, A, A, A**

Decrease CPU opponents' levels—In the League menu, pause the game and press **Right, Right, Right, Up, Up, Left, Left, Left, Left, Right, Down, Down, Down, Down, Up**

Increase CPU opponents' levels—In the League menu, pause the game and press **Right, Right, Right, Up, Up, Left, Left, Left, Left, Right, Up, Up, Up, Down**

Display game version number—At the title screen, press **Right, Right, Right, Right, Right, Right, Y, B, Y, B, Up, Left, Up, Left, R, L, R, L**

GO! GO! HYPERGRIND

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter the following codes

OPENSESAME—Unlock all stages

DECKCOLLECTOR—Unlock all boards

PRETTYBOARDS—Unlock all board designs

NEEDMORESPEED—Unlock all wheel designs

COOLDUDES—Unlock all figures

MOVIEFREAK—Unlock all movies

TONSOFJUNK—Unlock all gear

NOTPICASSO—Unlock all gallery items

MANUALMASTER—Perfect manual balance cheat

LIPGRIPPER—Perfect lip balance cheat

PROGRINDER—Perfect grind balance cheat

RUBBERNECKER—Super spin cheat

AUTOREACTION—Perfect reaction cheat

STABILIZER—All balance cheat

BUTIEANDBEAST—Unlock Vert and Kevin (Note: To use Kevin, highlight Vert and hold **L + R**, then press A)

PANDORASBOX—Unlock all of the above items

GOBLIN COMMANDER: UNLEASH THE HORDE

Cheat Codes

At any point in the game, hold **L + R + Y + Down** for three seconds, a message will confirm that the cheat mode has been turned on. Now you can enter any of the following codes

Access all levels—**Y, Y, Y, L, R, L, L, R, L, R, R, L, R, L, L, R, L, L, R, L, L, R, R, Y, Y, Y**

God mode—**R, R, R, L, L, L, R, L, R, L, Y, R**

Auto-win—**R, R, L, L, L, R, R, Y, Y, Y, Y**

Gold + 100—**L, R, R, R, R, L, Y, L, L, L**

Souls + 100—**R, L, L, L, L, R, Y, R, R, R**

1,000 Gold, 1,000 Souls—**R, R, L, R, R, Y, Y, Y, L, L**

Fog of War—**R, L, R, R, L, L, Y, Y, L, R**

50% game speed—**L, L, L, L, L, Y, Y, Y, Y, R**

200% game speed—**R, R, R, R, R, L, Y, R, R, R**

GOLDENEYE: ROGUE AGENT

"Extras" Screen Codes

Choose "Extras" from the main menu, then enter the following codes at the Extras menu:

Unlock all levels in Campaign and multiplayer modes—**Down, Right, Down, Right, Up, Down, Up, Left**

Unlock One Life mode—**Left, Down, Up, Right, Up, Right, Left, Down**

Paintball mode (multiplayer)—**Right, Left, Right, Left, Down, Down, Up, Up**

Unlock all skins (multiplayer)—**Down, Left, Up, Left, Right, Down, Left, Up**

Turn off GoldenEye powers (multiplayer)—**Up, Up, Down, Left, Right, Right, Left, Down**

Pause Menu Codes

At any time during the game, press **START** to pause, then enter any of the following codes at the Pause menu:

Full health and armor—**R, R, Z, X, Z, R, L, Z**

Full GoldenEye power—**L, R, L, L, L, R, R, L**

GROOVERIDER: SLOT CAR THUNDER

Cheat Codes

Choose "Single Player" from the main menu, then select "Time Trial" and earn a record time on any track. When the "Please Enter Your Name" menu appears, enter your name as "MARK" and return to the main menu. Now select "Options" and you'll find that the "Cheats" option has been unlocked. At the cheats menu, you can change the car speed, select "Unlock Championships" to unlock everything in the game or toggle the "Ghost" option to disable the game's collision detection (doesn't work in Time Trial mode).

See the Credits

Earn a record time in Time Trial mode as described above, then enter your name as "BGM" to see the game's credits

THE HAUNTED MANSION

Cheat Codes

Enter the following codes at any time during gameplay (not while paused)

Invincibility—Hold **Right** on the D-pad and press **B, X, X, X, B, X, Y, A**

Weapon upgrade—Hold **Right** on the D-pad and press **B, B, Y, Y, X, X, X, A**

Unlock "Level Select" option at the Pause menu—Hold **Right** on the D-pad and press **X, X, B, Y, Y, B, X, A**

Invisible Zeke

After the Gamecube logo disappears, press **L + R + A + B** and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be invisible

Skeleton Zeke

After the Gamecube logo disappears, press **A + B + Y + X** and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be a skeleton

HITMAN 2: SILENT ASSASSIN

Cheat Codes

Enter any of the following codes at any time during gameplay. You'll receive special confirmation after entering a correct code

Unlock 9mm pistol and SMG-SD6—**Right, Left, Up, Down, A, Up, Right, Right**

Unlock all weapons and items—**Right, Left, Up, Down, A, Up, B, A,**

God mode—**Right, Left, Up, Down, A, Right, Left, Right, Left**

Hitman All—**Right, Left, Up, Down, A, Up, Up**

Hitman full heal—**Right, Left, Up, Down, A, Up, Down**

Megaforce / Lethal Charge on—**Right, Left, Up, Down, A, Right, Right**

Nailgun on / Gravity off—**Right, Left, Up, Down, A, Left, Left**

Bomb on / SlowMo on—**Right, Left, Up, Down, A, Up, Left**

HULK

Cheat Codes

Choose "Options" from the main menu, then select "Code Input" and enter any of the following codes to unlock various features. The effects of the codes must be toggled on after entry by accessing the "Cheats" menu under "Special Features."

GMMSKIN—Unlock "Invulnerability" cheat

FLSHWND—Unlock "Regenerator" cheat

ANGMNGT—Unlock "Full Rage Meter" cheat

GRNCHTR—Unlock "Unlimited Continues" cheat

HLTHDSE—Unlock "Double Hulk's HP" cheat

BRNGITN—Unlock "Double All Enemies HP" cheat

MMMYHLP—Unlock "Half All Enemies HP" cheat

FSTOFRY—Unlock "Wicked punch" cheat

BRCEST N—Unlock "Puzzle Solved" cheat

NMBTHIH—Unlock "Reset High Score" cheat

TRUBLVR—Unlock "All Levels" cheat

Additional Cheats

The following codes can only be entered at a "Universal Code Input" terminal within the game, the first one is located in the "Infiltration" stage

JANITOR—Unlock "Gray Hulk" cheat

SANFRAN—Unlock "Hulk Transformed" in Movie Art

PITBULL—Unlock "Hulk vs. Hulk Dogs" in Movie Art

FIFTEEN—Unlock "Desert Battle" in Movie Art

NANOMED—Unlock "Hulk Movie F/X" in Hulk Unleashed

I-NINJA

Cheat Codes

At any time during gameplay, press **START** to pause the game and enter the following codes

Sword upgrade—Hold **L + R** and press **X, B, X, Y, Y, B, X, B**

Complete current mission—Hold **R** and press **B, B, B, X**, release **R**, hold **L** and press **Y, Y**, release **L**, hold **R** and press **B, B** (Note: This code will only work during normal missions; it can't be used in "Collect the Red Coins" or "Find All the Enemies" missions)

Big head mode—Hold **R** and press **Y, Y, Y, Y**; release **R**, hold **L** and press **Y, Y**; release **L**, hold **L + R** and press **Y, X, Y**

THE INCREDIBLE HULK ULTIMATE DESTRUCTION

Cheat Codes

Choose "Extras" from the main menu, then select "Code Input" and enter the following codes; if it's a valid code, the corresponding cheat will appear at the bottom of the screen. Note that some cheats can be toggled on or off, while others cannot

RETRO—Play the game in black & white

HISTORY—Play the game in sepia

SMASH5—Smash Point Bonus—5,000

SMASH10—Smash Point Bonus—10,000

SMASH15—Smash Point Bonus—15,000

BRINGIT—Doubles the value of all health collectibles

CABBIES—All ambient vehicles are taxis

OCANADA—Character: Canadian Flag Shorts

AUSSIE—Character: Australian Flag Shorts

AMERICA—Character: American Flag Shorts

FSHNCHP—Character: UK Flag Shorts

DRAPEAU—Character: French Flag Shorts

DEUTSCH—Character: German Flag Shorts

MUTANDA—Character: Italian Flag Shorts

BANDERA—Character: Spanish Flag Shorts

FURAGGU—Character: Japanese Flag Shorts

The following codes can be entered in the same way, but they will not work until you've accomplished certain goals in the game. Seven of them will work after you find the comic that reveals the corresponding code, while the last two codes have special requirements listed below

DESTROY—Doubles Hulk's damage values

FROGGIE—Doubles the speed of traffic and makes it more aggressive

PILLOWS—Low gravity

CHZGUN—Replaces all missiles in the Badlands with cows

TRANSIT—Replace all traffic with buses

KINGKNG—Replaces all lamppost props with inflatable gorillas

SUITFIT—Character: Joe Fixit

CLASSIC—Character: Classic Grey Hulk (Note: This cheat will not work until you have collected all 60 comics)

VILLAIN—Character: Abomination 1 (Note: This cheat will not work until you have finished the game)

There's also one special character who becomes unlocked in the "Buy" menu after you finish the game, but you'll need a whopping 1,000,000 Smash Points to buy him

THE INCREDIBLES

Cheat Codes

At any time during the game, press the **START** button to pause, then select "Secrets" from the Game Paused menu and enter any of the following codes. Note that some codes will only work when you are playing as one specific character

UUDDLRLRBAS—Refill health meter

SMARTBOMB—Kill everything within range of Mr. Incredible

SHOWTIME—Refill Mr. Incredible's Incredimeter

FLEXIBLE—Refill Mrs. Incredible's Incredimeter

MCTRAVIS—Infinite Incredimeter for a limited time

THEDJDEABIDES—Take less damage for a limited time

GAZERBEAM—Temporary eye beam power

SASSMODE—Speed up gameplay

BWTHEMOVIE—Slow down gameplay

EINSTEINIUM—Big heads

DEEVOLVE—Tiny heads

ATHLETESFOOT—Mr. Incredible's feet leave a blazing trail

INVERTCAMERAY—Invert left/right camera controls

INVERTCAMERAX—Invert up/down camera controls

BHUD—Enable/disable interface graphics

YOURNAMEINLIGHTS—Display the credits

HI—Display Heavy Iron logo

KELLY SLATER'S PRO SURFER

Secret Codes

Choose "Extras" from the main menu, then select "Cheats" and enter the following codes

7145558092—Mega cheat

6195554141—All boards

3285554497—All levels

9495556799—All surfers

7025552918—All suits

6265556043—All tricks

2125551776—Max stats

2135555721—Perfect balance

2175550217—High jumps

8775553825—1st-person view

8185551447—Trippy graphics

LEGENDS OF WRESTLING

Unlock All Wrestlers

At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X**. A message will appear on the screen to confirm the code

THE LORD OF THE RINGS THE RETURN OF THE KING

Cheat Codes

At any time during gameplay, press **START** to pause the game, then hold **L + R** and enter any of the following codes. You'll hear a confirmation sound each time you enter a code correctly

Unlock Faramir—**A, A, Y, Y**

Unlock Frodo—**Y, X, X, X**

Unlock Merry—**A, Down, Down, A**

Unlock Pippin—**Y, X, B, Down**

Unlock All Actor's Videos—**A, B, A, Up**

The following codes are character-specific, enter the code that corresponds to the character you're controlling.

- **1,000 experience points**

Aragorn—**Up, B, Y, A**

Faramir—**B, Y, Up, B**

Frodo—**Down, Y, Up, Down**

Gandalf—**X, Y, Up, Down**

Gimli—**X, X, Y, A**

Legolas—**A, Y, Up, A**

Merry—**Down, Down, B, A**

Pippin—**Y, A, B, A**

Sam—**Y, A, Down, A**

- **Unlock all skills up through Level 8 for purchase**

Aragorn—**Up, B, Y, Up**

Faramir—**X, Down, Down, Down**

Frodo—**X, X, Down, Down**

Gandalf—**X, B, Down, Down**

Gimli—**A, X, Down, B**

Legolas—**B, Up, Up, Down**

Merry—**Down, Y, A, B**

Pippin—**B, Up, Up, X**

Sam—**X, X, Y, Y**

- **Earn all special abilities**

Aragorn—**Down, X, Y, Y**

Faramir—**Up, B, X, Up**

Frodo—**Y, A, Down, A**

Gandalf—**Up, Down, Y, X**

Gimli—**X, B, A, X**

Legolas—**Y, X, A, X**

Merry—**Up, Y, X, X**

Pippin—**B, A, X, Y**

Sam—**Up, X, A, X**

- **Restore missiles**

Aragorn—**Y, B, B, Y**

Faramir—**Y, Up, A, A**

Frodo—**Y, Y, Y, X**

Gandalf—**Y, Down, A, B**

Gimli—**X, X, X, A**

Legolas—**Y, Y, Y, Down**

Merry—**B, X, X, Y**

Pippin—**Up, X, Down, B**

Sam—**A, A, X, A**

- **Purchase all normal 3-hit combos** (note: you will not be able to use some combos until your character achieves the specific level of the combo)

Aragorn—**B, Down, X, Up**

Faramir—**B, Y, Up, Y**

Frodo—**B, Down, Y, B**

Gandalf—**Down, A, Y, Down**

Gimli—**Up, B, X, B**

Legolas—**B, Y, Y, X**

Merry—**Y, Up, A, Y**

Pippin—**Up, Up, B, X**

Sam—**B, A, X, B**

- **Purchase all normal 4-hit combos** (see note above)

Aragorn—**Up, B, Y, Down**

Faramir—**A, B, Up, A**

Frodo—**Down, B, Down, X**

Gandalf—**Down, Y, Up, X**

Gimli—**Y, B, Up, A**

Legolas—**A, X, Y, B**

Merry—**B, A, B, B**

Pippin—**A, A, Down, X**

Sam—**Up, Down, Y, Y**

The following codes are not character-specific, but they will not work unless you have completed the game

Purchase all upgrades—**Up, Down, Y, X**

Always devastating—**Y, Up, Y, Down**

Infinite missiles—**B, B, Down, X**

Invulnerability—**B, X, B, Up**

Perfect mode—**X, Down, Y, A**

Targeting indicator mode—**Down, X, Up, B**

Restore health—**B, B, X, X**

THE LORD OF THE RINGS: THE TWO TOWERS

Secret Codes

At any time during the game, press the **START** button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands

Restore health—Hold L + R and press Y, **Down, A, Up**

Restore missiles—Hold L + R and press **A, Down, Y, Up**

All Level 2 upgrades—Hold L + R and press X, **Right, X, Right**

All Level 4 upgrades—Hold L + R and press Y, **Up, Y, Up**

All Level 6 upgrades—Hold L + R and press B, **Left, B, Left**

All Level 8 upgrades—Hold L + R and press A, A, **Down, Down**

1,000 upgrade points—Hold L + R and press A, **Down, Down, Down**

The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen. You must first beat the Helm's Deep—Hornburg Courtyard stage and reach Level 10 with any character, this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret Mission Play as Secret Character option will be unlocked. Once you've beaten the Secret Mission while playing as the secret character, the Secret Codes option will be unlocked and you'll be able to use the following cheats:

Always devastating—Hold L + R and press B, B, X, X

Small enemies—Hold L + R and press Y, Y, A, A

Slow motion—Hold L + R and press Y, X, A, B

Infinite missiles—Hold L + R and press B, X, A, Y

All upgrades—Hold L + R and press Y, X, Y, X

Invulnerable—Hold L + R and press Y, B, A, X

MADDEN NFL 06

Madden Codes

A list of "Madden Codes" for *Madden NFL 06* can be found in the *PlayStation 2 Tips* section; these same codes will also work in the GameCube version of the game

MARIO GOLF: TOADSTOOL TOUR

Special Contests

Hold the **Z** button and press **START** at the title screen. You will see a new option called "SP Contests" at the main menu. Choose the new option and you'll see that the "Hole-in-One Contest" is already open. Select "Password Tournament" from the SP Contests menu and enter the following passwords for more contests

D E K W 5 G 7 U—Camp Hyrule Cup

G G A 2 4 1 H—Super Mario Open

C E U F P X J 1—Target Bullseye Tour

B J G Q B U L Z—Hollywood Video Tour

F L B U T 3 P X—Peach's Invitational

9 L 3 L 9 K H R—Bowser's Big Blast

2 G P L 6 7 P N—Bowser Jr.'s Jumbo Tourney

MARIO PARTY 6

Secret Voice Commands

Speak the following words into the GameCube Mic at the times indicated to cause the corresponding effect to appear on the screen

Brighton Waves—Say "Brighton" at the main mode select screen

Twila Waves—Say "Twila" at the main mode select screen

Flying Fly Guys—Say "Fly Guy" at the main mode select screen

Jumping Cheep Cheeps—Say "Cheep Cheep" at the main mode select screen

Running Goombas—Say "Goomba" at the main mode select screen

Launch Bullet Bill—Say "Bullet Bill" during the Verbal Assault mini-game

Launch Goombas—Say "Gears" during the Verbal Assault mini-game

Launch missiles—Say "Nuts" during the Verbal Assault mini-game

Monkeys attack—Say "Ukiki" during the Word Herd mini-game

Falling Thwomps—Say "Zero" during the Shoot Yer Mouth Off mini-game

MARIO POWER TENNIS

Star Characters

After completing all three normal cups (Mushroom, Flower and Star) with a character, you will receive a Star for that character. You will then be able to play as that character in Star Mode. Characters in Star Mode will have harder shots, swifter feet and deadlier angles

Unlockables

• To unlock Fly Guy, win the Star Cup in Singles Tournament, World Open mode.

• To unlock Wiggler, win the Thunder Cup in Singles Tournament, Gimmick Masters mode

• To unlock Paratroopa, win the Star Cup in Doubles Tournament, World Open mode

• To unlock Petey Piranha, win the Thunder Cup in Doubles Tournament, Gimmick Masters mode

• To unlock the Bowser Castle Court, win the Fire Cup in Singles Tournament, Gimmick Masters mode

• To unlock the Mario Classic Court, win the Fire Cup in Doubles Tournament, Gimmick Masters mode

Note: To unlock all play modes on one of the special courts, you must win a match on that court while playing in a Gimmick Masters Tournament (Singles or Doubles)

• To unlock the World Open Tournament Flower Cup, win the World Open Tournament Mushroom Cup

• To unlock the World Open Tournament Star Cup, win the World Open Tournament Flower Cup.

• To unlock the Star Tournament Rainbow Cup, win the World Open Tournament Star Cup

• To unlock the Star Tournament Moonlight Cup, win the Star Tournament Rainbow Cup

• To unlock the Star Tournament Planet Cup, win the Star Tournament Moonlight Cup

• To unlock the Gimmick Masters Tournament Fire Cup, win the Star Tournament Planet Cup

• To unlock the Gimmick Masters Tournament Thunder Cup, win the Gimmick Masters Tournament Fire Cup

• To unlock the Mecha-Bowser Mayhem special game, win the Mushroom Cup in Singles Tournament, World Open mode

• To unlock the Balloon Panic special game, win the Flower Cup in Singles Tournament, World Open mode

• To unlock the Coin Collectors special game, win the Mushroom Cup in Doubles Tournament, World Open mode

• To unlock the "Ace" Difficulty Level, win the Planet Cup in Singles Tournament, Star Tournament mode

• To unlock the Event Games, hold the **Z** button and press **START** at the *Mario Power Tennis* title screen

• To unlock the Color-Changing Yoshi Shot, win the Flower Cup in Doubles Tournament, World Open mode

MARIO SUPERSTAR BASEBALL

Unlockable Characters and Secrets

Dixie Kong—Complete Challenge Mode at any difficulty setting with DK's team

Petey Piranha—Complete Challenge Mode at any difficulty setting with Wario's Team

Monty Mole—Complete Challenge Mode at any difficulty setting with Mario's Team

Toadette—Complete Challenge Mode at any difficulty setting with Peach's Team

Baby Luigi—Complete Challenge Mode at any difficulty setting with Yoshi's Team.

Bowser's Team—Complete Challenge Mode at the Special difficulty setting with any team.

Hammer Bro—Complete Challenge Mode at any difficulty setting with Bowser's Team

Star Dash minigame—Complete Challenge Mode at the Mushroom difficulty setting

Toy Field minigame—Purchase the Secret Map from the shop in Challenge Mode (see below)

Mario Grand Prix minigame—Complete the Bob-omb Derby, Wall Ball, Chain Chomp Sprint, Piranha Panic, Barrel Batter and Star Dash minigames at the Star difficulty setting

Buddy Emblem shop item—Defeat any team at any difficulty in Challenge Mode and recruit all of the team's players

Secret Map shop item—Win first place at least once in the Wall Ball, Piranha Panic, Bob-omb Derby, Chain Chomp Sprint and Barrel Batter minigames in Challenge Mode with any character at any difficulty in the same Challenge Mode game

Super Star shop item—Unlock the Secret Map item, then win first place at least once in the Wall Ball, Piranha Panic, Bob-omb Derby, Chain Chomp Sprint, Barrel Batter and Toy Field minigames in Challenge Mode with any character at any difficulty in the same Challenge Mode game

MAT HOFFMAN'S PRO BMX 2

Cheat Codes

At the "Press Start" screen, quickly enter any of the following codes. You'll hear a special sound effect after entering each code correctly

Perfect balance—**Down, Up, X, Down, Up, X, Down, Up, X**

Adrenaline meter always full—**Down, A, A, A, R, R, R**

All riders have fiery hands and feet—**Down, B, B, A, A, R, R**

Invisible bikes—**Down, Up, Left, Down, Right, Down, Left, Up**

Unlock Day Smith—**B, Up, Down, Up, Down, Y**

Unlock Vanessa—**B, Down, Left, Left, Down, Y**

Unlock Bigfoot—**B, Right, Up, Right, Up, Y**

Unlock Mime—**B, Left, Right, Left, Right, Left**

Unlock Volcano—**B, Up, Up, A, Up, Up, A**

Unlock "vegas" rags (rider options)—**X, L, L, Up, Up**

Unlock "gear" rags (rider options)—**X, B, Left, Right, Left, X**

Unlock Tiki Battle mode—**L, L, Down, R, A, L**

Unlock all levels in all modes except Road Trip—**Y, Right, Right, B, Down, Y**

Unlock Chicago in Road Trip mode—**Y, Up, B, Up, B, Y**

Unlock Las Vegas in Road Trip mode—**Y, R, Left, L, Right, Y**

Unlock New Orleans in Road Trip mode—**Y, Down, Right, Up, Left, Y**

Unlock Boston in Road Trip mode—**Y, Up, Down, Down, Up, Y**

Unlock Los Angeles in Road Trip mode—**Y, Left, B, B, Left, Y**

Unlock Portland in Road Trip mode—**Y, A, A, B, B, Y**

Unlock all Mat Hoffman videos—**R, Left, X, Left, X, Left, R**

Unlock all Joe Kowalski videos—**R, Up, A, B, Down, R**

Unlock all Rick Thorne videos—**R, L, Right, R, Left, R**

Unlock all Mike Escamilla videos—**R, X, A, A, X, A, A, R**

Unlock all Simon Taborn videos—**R, L, L, R, L, L, R**

Unlock all Kevin Robinson videos—**R, A, B, Down, Up, R**

Unlock all Cory Nastazio videos—**R, Y, X, X, Y, Y, Y, R**

Unlock all Ruben Alcantara videos—**R, Left, Right, Left, Right, Left, Right, R**

Unlock all Seth Kimbrough videos—**R, Up, Up, X, X, X, R**

Unlock all Nate Wessel videos—**R, Down, B, X, Down, B, X, R**

Unlock all music tracks—**L, Left, Left, Right, Right, Right, A, A**

No on-screen displays—**Down, B, X, A, Y**

MEDAL OF HONOR: EUROPEAN ASSAULT

Cheat Codes

At any time during gameplay, press **START** to pause, hold L + R and press **Up, Y, Y, B, Up, A**. You'll see the words "Enter Cheat Code" appear in the upper left corner of the screen. Now enter any of the following codes for the desired cheat. Note: You must enter the above code each time you enter one of the codes listed below

Invincibility—**B, Y, Right, A, Z, R**

Infinite ammo—**Z, R, Up, X, B, A**

100% Adrenaline—**X, L, B, Z, L, Y**

Kill stage nemesis—**L, Y, L, Z, L, Z**

Collect stage OSS documents—**Left, Y, B, A, Down, B**

Disable shellshock—**Z, R, X, Y, Y, L**

Disable/enable HUD—**A, Y, Right, A, Z, B**

Suicide—**L, Z, R, Up, A, Z**

All Campaign battles—**A, R, B, Up, X, Z** (Note: This code creates three separate profiles on your saved game—one for each of the Recruit, Normal and Veteran difficulty settings—with all of the Campaign battles unlocked within each one.)

MEDAL OF HONOR: FRONTLINE

Passwords

Enter any of the following codes at the Password screen from within the Options menu. The codes marked with an asterisk (*) activate cheats which must then be turned on at the Bonus menu

H E A D S U P—Achilles Head*

R E F L E C T O R—Bullet Shield*

H I D E N S E E K—Invisible Enemy*

B I G B O O M E R—MOHton Torpedo*

M A D H A T T E R—Men With Hats*

F L A W L E S S—Perfect onist*

B O U N C E—Rubber Grenades*

S U P E R S H O T—Sniper-o-Rama (all weapons have sniper rifle zoom ability)*

S I L V E R S H O T—Silver Bullet (one-hit enemy kills)*

B A L L O W A X—Unlock all "Bonus" items

S E A G U L L—Earn a gold star for the current level (Note: This code allows you to skip to the next level, but you will start with no ammo)

E A G L E—Unlock Mission 2: A Storm in the Port

H A W K—Unlock Mission 3: Needle in a Haystack

P A R R O T—Unlock Mission 4: Several Bridges Too Far

D O V E—Unlock Mission 5: Rolling Thunder

T O U C A N—Unlock Mission 6: The Horten's Nest

MEDAL OF HONOR: RISING SUN

Passwords

Enter the Options menu, select "Passwords" and enter the following passwords. You must then turn the corresponding code on or off at the Bonus menu.

L O A C H—All Replay Items

D I S C U S—Unlimited Ammunition

P L E C O—Silver Bullet

G O U R A M I—Bullet Shield

M O O R—Rubber Grenades

T E T R A—Men Without Hats

L E L E U P I—Always Sniper

Z E B R A—Invisible Soldiers

C I C H L I D—Achilles Head

B O T I A—Perfectionist Mode

B E N G A L—Immortality

MEN IN BLACK II: ALIEN ESCAPE

Secret Codes

Enter any of the following codes at the title screen when the text "Press Start" appears. The screen will flash white after each code is entered correctly

Invincibility—**Right, A, R, Y, Up, L, A, Left, L, B, A, R**

Unlock all levels—**R, Y, Left, B, X, L, Left, Up, A, Down, L, X**

Unlock all Boss Mode stages—**R, Y, Down, Down, A, L, Left, X, Right, Y, R, L**

Unlock all CST stages—**X, Up, L, Left, Y, A, R, B, Right, R, X, B**

Unlock all Agent data—**Up, Down, B, R, Left, L, Right, A, R, X, Up, R**

Unlock all Alien data—**X, L, B, L, Down, Y, R, Right, A, Left, R, Y**

Start with all weapons—**Up, Down, A, X, R, Y, Y, Left, B, L, L, Right**

Do not lose weapon levels—**Down, Up, A, X, Down, Up, A, X, L, L, X, B**

MINORITY REPORT

Secret Codes

Choose "Special" from the main menu, then select "Cheats." Select "Enter Cheat Code" and enter any of the following codes. A special message will appear upon entering a correct code

B U T T E R U P—Restore player's health

S T R A P P E D—All weapons

M R I J U A R E Z—Infinite ammo

L R G A R M S—Invincibility

Q U I T E R—Level skip

P A S S K E Y—Level warp all

D O N O T S E L—Do not select

S L I Z O M I Z O—Slomo button

B O U N Z M E N—Bouncy men

S P I N A C H—Super damage

S T Y L I N—Dramatic film sh

C L U T Z—Wreck the joint

S T E E L U P—Armor

C L U M S Y—Rag doll

S L U G G E R—Baseball bat

F P S S T Y L E—Free aim

W I M P—Ending scene

D I R E C T O R—Unlock all movies

N I N J A—Unlock all combos

S K E T C H P A D—Unlock concept art

M A X I M U M H U R T—Unlock Pain Arenas

W E I G H T G A I N—Nara hero

H A I R L O S S—Moseley hero

B I G L I P S—Nikki hero

S C A R Y C L O W N—Clown hero

S U P E R J O H N—SuperJohn hero

G N R L I N F A N T R Y—GI John hero

J A I L B R E A K—Convict hero

M R R O B O T O—Robot hero

I A M S O D E A D—Zombie hero

H I S S S S—Lizard hero

MVP BASEBALL 2004

Secret Codes

From the main menu, select "Roster Management" and enter the "Create Player" option. Next, enter the following names in their respective First Name and Last Name fields. You will need to draft the created players from the "Free Agents" menu in order to play them. Note: Enter all of the names with the smaller (lowercase) letters only

keagan paterson—Player with huge bat

jacob paterson—Player with huge bat

isaiah paterson—Player with huge bat

erik kiss—Player with skinny bat

john prosen—Player with giant cap/helmet

MVP BASEBALL 2005

Cheat Codes

Select "Manage Rosters" from the main menu, then enter the "Create/Edit Player" option and choose "Create Player." Next, enter any of the following names in their respective First Name and Last Name fields. The first five names will unlock certain features, while the remaining names will create players with special characteristics. Note: The better players will appear in

GAMECUBE TIPS

the Free Agent pool, you must sign them to a team in order to see them in action.
Katie Roy—Unlock all MVP Rewards
Neverlose Sight—Unlock St. Patrick's Day jersey for the Boston Red Sox
Benny Lee—Enable scaling of individual limbs at the "Body Build" menu
Kenny Lee—Enable scaling of individual limbs at the "Body Build" menu
Teddy Lee—Enable scaling of individual limbs at the "Body Build" menu
Keegan Paterson—Short player with fat bat
Jacob Paterson—Short player with fat bat
Isaiah Paterson—Very short player with fat bat
Sean Paterson—Tiny player with fat bat
Avery Larmour—Tiny player with fat bat
Mark Curran—Player with thin, easily broken bat
Les Kram—Player with thin, easily-broken bat
G Clark—Player with thin, easily-broken bat

MX SUPERFLY
Cheat Code
At the main menu, press **X**, **Y**, then **L + X**, then **X**, **L**, **Z**, then **R + Y** to unlock all of the tracks, mini-games, bikes and secret characters

NAMCO MUSEUM
Display Game Time in Galaga Arrangement
At the *Galaga Arrangement* screen, press **Left, Right, Left, Right, Up, Down, Up, Down**, you'll hear a confirmation sound. The game time will now be displayed at the bottom of the screen while playing *Galaga Arrangement*

NASCAR 2005: CHASE FOR THE CUP
Cheat Codes
Enter "Fight to the Top" mode, select "My NASCAR" and enter the "Edit Driver" screen. Enter the following names in their respective First Name and Last Name fields, then press **START** to lock in the name and activate the cheat:
Walmart NASCAR—10,000,000 in the Bank
You TheMan—Level 10 and 2,000,000 Prestige points
MakeMe Famous—Rank 1 and 10,000,000 Fan Support
The Intimidator—Unlock Dale Earnhardt
Race Dodge—Unlock Dodge cars
MrClean Racing—Unlock Mr. Clean cars
OldSpice Motorsports—Unlock Old Spice cars
Levi Strauss153—Unlock Levi Strauss cars
GetIn The Zone—Unlock Auto Zone cars
Dodge Stadium—Unlock Dodge Raceway track
OldSpice Venue—Unlock Old Spice Speedway track
Walmart Exclusive—Unlock Lakeshore Drive track
Open Sesame—Unlock all Thunder Plates

NBA COURTSIDE 2002
Secret Codes
Choose "Skills Mode" from the main menu. At the Skills Mode menu, hold **Up** on the D-pad or analog stick, then hold **X + Y**, then hold **Down** on the C-stick. A new option, "Controller Stress Test," will appear. Choose this option, then enter any of the following codes at the blue screen that appears. Note: If the Controller Stress Test does not appear, press **B** to return to the main menu before you try again
Little players—**Left, Right, Left, Right, X, Y, Left**
Big heads—**Left, Right, Left, Right, X, Y, Right**
Little heads—**Left, Right, Left, Right, X, Y, Up**
Big hands—**Left, Right, Left, Right, X, Y, Down**
"Invisible" players—**Left, Right, Left, Right, Y, X, Right**
Weird free throws—**Left, Right, Left, Right, Y, X, Down**
Unlock three hidden teams in Quick Play or Arcade Play mode—**Left, Right, Left, Right, X, X, Right**

NBA LIVE 2005
Cheat Codes
Choose "My NBA LIVE" from the main menu, then select "EA SPORTS Lounge." Now access the "NBA Codes" option and enter any of the following codes. (Note: The "0" character that you see in three of the four codes is the number zero.)
F H M 3 8 9 H U 8 0—Unlock all shoes
P R Y I 2 3 4 N 0 B—Unlock all jerseys
1 N V D R 8 9 E R 2—Unlock all gear
Y I S S 5 5 C Z 0 E—Earn 50,000 Dynasty Points (note: this code must be entered by selecting "My NBA LIVE" from the Dynasty Central menu in Dynasty Mode)

NBA STREET VOL. 2
Secret Codes
Select "Pick Up Game" from the main menu, choose "home" or "away" and select a user name. At the "Ready" prompt, you'll see a message at the bottom of the screen that says "Enter cheat codes now." Enter any the following codes at this time.
Big heads—Hold **L** and press **X, B, B, X**
Small players—Hold **L** and press **Y, Y, X, B**
ABA ball—Hold **L** and press **X, B, X, B**
WNBA ball—Hold **L** and press **X, Y, Y, X**
Ball trails—Hold **L** and press **Y, Y, Y, B**
No interface graphics—Hold **L**, press **B, X, X, X**
All jerseys unlocked—Hold **L** and press **X, Y, B, B**
All courts unlocked—Hold **L** and press **B, Y, Y, B**
All Street Legends unlocked—Hold **L** and press **X, Y, B, Y**
All NBA Legends unlocked (except Michael Jordan)—Hold **L** and press **X, Y, Y, B**
NBA Legend Michael Jordan unlocked—Hold **L** and press **X, Y, X, X**
Unlimited Turbo—Hold **L** and press **B, B, Y, Y**
Explosive rims—Hold **L** and press **X, X, X, Y**
No Trick Counters—Hold **L** and press **Y, Y, X, X**
Fast players—Hold **L** and press **Y, X, Y, B**
Easy two-pointers—Hold **L** and press **Y, X, B, Y**
Hard two-pointers—Hold **L** and press **Y, B, X, Y**

NEED FOR SPEED: UNDERGROUND
Cheat Codes
Enter any of the following codes at the main menu, you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work
Unlock all Circuit Tracks in Quick Race mode—**Down, R, R, R, X, X, X, Z**
Unlock all Drag Tracks in Quick Race mode—**Right, Z, Left, R, Z, L, Y, X**
Unlock all Drift Tracks in Quick Race mode—**Left, Left, Left, Left, Right, X, R, Y**
Unlock all Sprint Tracks in Quick Race mode—**Up, X, X, X, R, Down, Down, Down**

NEED FOR SPEED: UNDERGROUND 2
Cheat Codes
Enter the following codes when the words "Press Start" appear at the title screen
$1,000 Cash in Career mode, unlock Mazda RX 8 and Nissan Skyline in Quick Race mode—**Left, Left, Right, X, X, Right, L, R**
$200 in Career mode—**Up, Up, Up, Left, R, R, R, Down**
Unlock Hummer H2—**Up, Left, Up, Up, Down, Left, Down, Left**
Unlock Best Buy vinyl—**Up, Down, Up, Down, Down, Up, Right, Left**
Unlock Burger King vinyl—**Up, Up, Up, Up, Down, Up, Up, Left**

ONE PIECE: GRAND BATTLE
Unlockable Characters
• To unlock Buggy, Chaser, Kuro, Don Krieg and Arlong for play in Story Mode, clear Story Mode with Luffy, Nami, Sanji, Usopp and Zolo at any difficulty setting
• To unlock Ms. Sunday for play in all modes, clear Story Mode with Buggy, Chaser, Kuro, Don Krieg and Arlong at any difficulty setting
• To unlock Chopper for play in all modes, unlock Ms. Sunday, then clear Story Mode with Luffy at the Hard or Very Hard difficulty setting
• To unlock Shanks for play in all modes, unlock Chopper, then clear Story Mode with Luffy at the Very Hard difficulty setting
• To unlock Mihawk for play in all modes, unlock Shanks, then play Story Mode with Zolo at the Very Hard difficulty setting. When you fight Mihawk, you must finish him off with Zolo's Secret Attack (Three Thousand Worlds)
• To unlock Mr. 2 Bon Clay for play in all modes, unlock Mihawk, then clear Story Mode with Sanji at any difficulty setting. After you defeat the last character, hold **L** and press **A, A, X, A, Left, A, X, B, A, X, Y, X, A, R, R, Left** while the credits are scrolling up the screen
Bonus Costumes
At the title screen—while the words "Press Start" are flashing—enter the following codes to unlock alternate costumes for use in all modes except Story Mode. Each code will also unlock an image in the Gallery of the character wearing that costume. You'll hear a chime each time you enter a code correctly.
Luffy's C costume—Hold **L** and press **Up, A, Up, A, B, A, A**
Luffy's D costume—Hold **R** and press **Up, X, Up, X, B, A, A, Up**
Nami's C costume—Hold **L** and press **Left, A, Left, A, B, A, Y**
Nami's D costume—Hold **R** and press **Left, X, Left, X, Y, Y, B, Down**
Sanji's C costume—Hold **L** and press **Up, A, Down, A, B, A, X**
Sanji's D costume—Hold **R** and press **Up, X, Down, X, Y, B, Y, X**
Usopp's C costume—Hold **L** and press **Right, A, Right, A, B, A, Y**
Usopp's D costume—Hold **R** and press **Right, X, Right, X, A, Y, B, X**
Zolo's C costume—Hold **L** and press **Down, A, Down, A, B, A, Y**
Zolo's D costume—Hold **R** and press **Down, X, Down, X, B, A, A, Y**
Chopper's C costume—Hold **L** and press **Y, Left, Right, A, Up, A, Down**
Chopper's D costume—Hold **R** and press **Left, A, Right, X, Y, Left, Right, B**

OUTLAW GOLF
Cheat Code
Start a new game, at the name entry screen, enter "Golf Gone Wild" as your name and save your game. This code unlocks all of the characters, stages and clubs.
Unlock Alternate Costumes
At the character select screen, hold **R** and press **Z, Y, Y, Y, Y, Z, Y**

PIKMIN 2
Title Screen Fun
At the title screen, when the words "Press Start" appear, press the following buttons to play around with the screen
Press **X** to make a Bulborb appear. You can control it with the C stick and press **Z** to make it eat Pikmin
Press **Y** to make a Flint Beetle appear. You can control him with the C stick
Press **R** to make the Pikmin form the word "Nintendo."
Press **L** to revert the title screen back to normal

PITFALL: THE LOST EXPEDITION
Cheat Codes
At the title screen, hold **L + R** and enter any of the following codes. Release **L + R** after each code to see a confirmation message
Infinite water in canteen (must acquire canteen first)—**Left, B, X, Down, B, A, B, X**
Faster attacks—**Left, Right, X, Up, X, Right, Left**
Play as Nicole—**Left, Up, Down, Up, X, Up, Up**
Play as old school Pitfall Harry—**Y, Left, Down, B, X, Y, Y, Left**
Unlock *Pitfall!* at the New Game/Load Game menu—**X, X, Left, Right, X, B, A, Up, X**
Unlock *Pitfall II: Lost Caverns* at the New Game/Load Game menu—**Left, Right, Left, Right, Y, Y, Y**

PRINCE OF PERSIA: THE SANDS OF TIME
Secret Level
Insert a controller into the Player 4 slot of the GameCube. Start a new game, then as soon as you are able to control the Prince on the porch, hold the **B** button on Controller 4 and quickly press **A, B, Y, X, Y, A, B, X** on Controller 1

RAVE MASTER
Unlock Reina
At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. You will hear a voice say "Yes." to confirm the code. Reina will now be selectable in Vs. Mode and Free Mode

RED FACTION II
Unlock Everything
Choose "Extras" from the main menu and access the "Cheats" option. Press **B, B, A, A, Y, X, Y, X** to unlock all cheats and levels. After entering this code, you will have the option of turning each specific cheat on or off

RESIDENT EVIL 2
Unlimited Ammo
Press **START** to pause the game, then choose "Button Config." from the Option menu. When the Controller Setup screen appears, hold the **R** button and press the **Z** button 10 times. If done correctly, you will see the white boxes around the CONFIG and AIM settings turn red

ROADKILL
Cheat Codes
At any time during gameplay, press **START** to pause, highlight the "Map" option and enter any of the following codes
Restore health—**X, B, X, B, X, B, X, B**
Infinite ammo—**Y, X, X, B, Y, X, X, B**
Earn $100,000—**Y, B, Y, B, X, A, B, X, Down, Up**
Summon tornado—**Y, B, A, X, X, A, B, Y**
Weapons unlock (weapons spawn near garage)—**Y, A, A, Y, X, B, B, X, A, X, B, Y**

ROBOTECH: BATTLECRY
Secret Passwords
At the main menu, select "New Game." At the next menu, hold **L + R** and press **Left, Up, Down, A, Right, B, START**. A special password entry screen will appear where you can enter any of the following codes
W E W I L L W I N—Unlock all missions
M U L T I M A Y H E M—Unlock all multiplayer missions
S U P E R M E C H—Invincibility
M I S S M A C R O S S—Unlock all Veritech designs
W H E R E S M A X—Unlock all Veritechs and awards
B A C K S T A B B E R—One-shot kills
S N I P E R—One-shot Sniper kills
S P A C E F O L D—Faster gunpod ammo refresh
M A R S B A S E—Faster missile refresh
M I R I Y A—Faster weapon refresh

ROCKY
Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code
Unlock all boxers and arenas—Hold **R** and press **Up, Down, Down, Left, Left, L**
Boxers punch harder—Hold **R** and press **Right, Down, Left, Up, Left, L**
Boxers move faster—Hold **R** and press **Down, Left, Down, Up, Right, L**

ROGUE OPS
Cheat Codes
At any time during gameplay, press **START** and enter the following codes while the game is paused. Note: Not all of the codes will work in all stages.
Half damage—**X, X, Y, Y, Left, Left, Right, Right, Y, Y, X, X**
Enemy bullets cause no damage—**Left, Right, Right, Left, X, Y, Y, X**
Invincibility—**Left, Right, Right, Left, Left, Right, Right, Left, Left, Right, Right, Left, X, X**
Infinite ammo—**X, Y, X, Y, X, Y, X, Y, Left, Y, X, Y, X, Y, X, Y, X**
One-shot kills—**Y, Left, Right, Right, Left, Y, R, L, Y, X, X**
M7 shoots Frag Grenades—**R, L, Right, Right, Left, Left, Right, Right, L, R, X, Y**
Crossbow shoots Frag Grenades—**Left, Right, Right, Left, X, Y, R, L, X, Y, Left, Right**
M7 shoots Rockets—**X, Left, Right, R, L, Right, X, L, L, R, Left, Left**
Crossbow shoots Rockets—**Right, Right, Left, Left, R, R, L, L, Y, Y, X, X**
Big weapons for Nikki—**X, X, X, X, Y, Y, Y**
All character models have big feet—**Right, Right, Right, Left, Right, Left, Right, Left, Left, Left**
Skip the current scene—**R, X, R, Y, R, Left, R, Right, R, L, L, X, L, Y, L, Left, L, Right, X**
Skip to the La Casa Negra stage—**Left, Right, Right, Left, Y, X, L, R, Y, Y, X** (Note: This code will only work in the Training stage)
Skip to the Forsythe Museum stage—**L, R, Right, Left, Left, R, L, X, X, X, L** (Note: This code will only work in the La Casa Negra stage)
Skip to the Silo 7 East stage—**R, R, Right, Right, Right, R, L, X, L, X, L** (Note: This code will only work in the Forsythe Museum stage)
Skip to the Magyar Klub stage—**L, R, Right, Left, Left, R, Y, L, X, X, X** (Note: This code will only work in the Silo 7 East stage)
Skip to the Stauffer Bank stage—**L, Y, Y, Left, Left, R, L, Right, X, Right, Right** (Note: This code will only work in the Magyar Klub stage)
Skip to the Reliance Shipping Company stage—**L, R, Right, Y, Left, L, Left, Left, X, Y, X** (Note: This code will only work in the Stauffer Bank stage)
Skip to the MDD Research Station stage—**L, R, Right, Left, L, R, Right, X, Y, X, X** (Note: This code will only work in the Reliance Shipping Company stage)
Skip to the Installation K stage—**L, R, Right, L, Left, Y, L, Y, Right, Right, Left** (Note: This code will only work in the MDD Research Station stage)
See game ending—**L, R, X, X, Left, R, R, X, X, L, X** (Note: This code will only work in the Installation K stage)

SCOOBY-DOO! NIGHT OF 100 FRIGHTS
Secret Codes
At any time during gameplay, press **START** to pause, then quickly enter any of the following codes. You'll hear a special sound effect upon entering each code correctly
All power-ups—Hold **L + R** and press **X, B, X, B, X, B, B, B, X, X, B, X, X, X**
Unlock alternate credits sequence—Hold **L + R** and press **B, X, X, B, X, B**

SHARK TALE
Cheat Codes
During any of the levels where you can obtain pearls, press the **Z** button to bring up the controller screen, then enter any of the following codes. A confirmation message will appear when you release **L** after entering a code
Replace Pearls with Coins—Hold **L** and press **X, A, X, X, X, A, X, X**
Some creatures will fly off the screen when touched—Hold **L**, press **X, X, X, X, A, X, X, X, X**

SHREK 2

Cheat Codes

At any time during gameplay, press **START** to pause and select the "Scrapbook" option from the Pause menu. Enter any of the following codes at the Scrapbook screen; you'll hear a message each time you enter a code correctly.

Unlock all levels—**Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Up, Up, Up, Up**

Unlock all bonuses—**Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Y, X, Y, X, Y, X**

Earn 1,000 gold coins—**Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, X, X, X, X, X**

Refill health meters—**Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Up, Right, Down, Left, Up**

THE SIMPSONS: HIT & RUN

Cheat Codes

Choose "Options" from the main menu, then hold **L** + **R** at the options menu and enter any of the following codes. A beeping horn will confirm correct code entry. You can also enter these codes during a game by selecting "Options" from the pause menu, but you won't hear a confirmation sound:

Invincibility—**Y, A, Y, A**

Unlimited top speed—**X, X, X, X**

Fast acceleration—**Y, Y, Y, Y**

Press horn to make vehicle jump—**X, X, X, Y**

Destroy vehicles with one hit—**Y, Y, X, X**

Enable speedometer—**Y, Y, B, X**

Replace secret vehicle in each mission with Red Brick Car—**B, B, Y, X**

Play Kang & Kodos dialogue during credits—**A, X, X, Y** (choose "View Credits" from the Options menu)

Show graphic wireframes—**B, A, B, Y**

Extra camera angles—**B, B, B, A**

With the "extra camera angles" code in place, choose "Settings" from the in-game Options menu; two additional camera settings will be available while you're on foot, with six new camera settings while you're in a vehicle. If you choose the "Debug Camera," you can use Controller 2 to set the camera anywhere you wish. The analog stick aims the camera, but if you hold the **Z** button, you can also use it to move the camera's position.

THE SIMS

Cheat Codes

Hold **L** + **R** at the main menu, then enter any of the following passwords at the cheat entry menu that appears. Note the spaces in some of the codes.

FISH EYE—First-person perspective. Press the **X** button to toggle it on and off.

FREEALL—All items cost $0 simoleons. This code may cause your game to act buggy. After using it and buying a lot of items, you may want to save and then reset the machine to deactivate the code.

MIDAS—Unlocks all skins, items and multiplayer games. After entering the code, start a new "Get a Life" game, then quit to the main menu while in the Dream House.

PARTY M—Unlocks "The Motel" multiplayer game (Note: You can only access this game after unlocking the Bonus Menu by entering the "MIDAS" code).

SIMS—Unlocks the "Play the Sims" mode, which is normally unlocked by playing "Get a Life."

SMUGGLER'S RUN: WARZONES

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes:

Enable countermeasures—**Y, Y, Y, X, X, Z, Z**

Transparent vehicle—**Left, Right, Left, Right, Z, Z, R**

Cars fly away upon collision with your vehicle—**Z, R, Z, R, Right, Right, Right**

SONIC ADVENTURE DX: DIRECTOR'S CUT

Unlock Game Gear Mini-Games

When you first play the game, none of the mini-games are available for play ...but as you progress through the various game modes, a new mini-game will be unlocked each time you pass one of the following benchmarks:

1) Collect 20 emblems
2) Collect 40 emblems
3) Collect 60 emblems
4) Collect 80 emblems
5) Collect 100 emblems
6) Collect 110 emblems
7) Collect 120 emblems
8) Collect 130 emblems
9) Complete 20 missions in Mission mode
10) Complete 40 missions in Mission mode
11) Complete 60 missions in Mission mode
12) Collect 130 emblems and complete 60 missions in Mission mode

Characters can only enter Mission mode after they have cleared all of their Action stages in Adventure mode. The order in which the games are unlocked will vary depending on the order in which you accomplish these goals, but *Sonic the Hedgehog* is always the first game unlocked and *Tails' Adventure* is always the last. While playing any of these mini-games, you can tap **L** + **R** simultaneously to reduce the screen size at any time. Several of the games have multiplayer modes, which can be set up by pressing **START** on Controller 2. Even the single-player games can be played by two players, if you press **START** on Controller 2, you and a friend can play the same one-player game in separate windows on the TV screen.

Sonic Chaos: Stage Select

Wait for the words "Press Start Button" to appear on the title screen, then press **Up, Up, Down, Down, Right, Left, Right, Left, START**. A "Zone Select" menu will appear.

Sonic Chaos: Sound Test + Fireball

Wait for the words "Press Start Button" to appear on the title screen, then press **Down, Down, Up, Up, Left, Right, Left, Right, START**. When the sound test menu appears, press **Up** or **Down** to change the numbers and **A** to hear the sounds. Rotate the D-pad in a quarter-circle **Down, Down/Right, Right** and press **A** or **B** to make Sonic throw a fireball.

Sonic Spinball: Cheat Codes

Choose "Options" from the main menu, then use the "Sound FX" option to enter any of the following codes by pressing the **A** button to listen to each sound in order. For example, to enter the "Start with nine lives" code, listen to Test 00, then Test 03, then Test 01, then Test 01, then Test 05, then Test 05. You'll see the screen shake to confirm each code. If you can't get a code to register, simply choose "Exit" and try again.

00, 03, 01, 01, 05, 05—Start with nine lives
00, 09, 00, 01, 06, 08—Debug mode (with this code in place, press **START** to pause, then press **A** and you'll be able to move Sonic to any part of the stage; press **START** again to continue at his new location)
00, 02, 01, 05, 06, 06—Level skip (with this code in place, press **START** to pause, then press **Down** to skip to the next stage)
01, 01, 01, 02, 05, 00—Zero gravity
00, 08, 02, 07, 06, 06—Super low gravity
00, 04, 01, 09, 06, 04—Low gravity
01, 00, 01, 03, 06, 07—Medium gravity
00, 03, 01, 09, 06, 08—High gravity
00, 08, 00, 07, 07, 01—Reverse gravity
00, 04, 02, 09, 06, 04—Slow motion
00, 05, 01, 03, 07, 00—Super slow motion
00, 04, 02, 05, 05, 07—Faster music
00, 02, 02, 00, 06, 09—Negative colors
00, 09, 01, 02, 05, 04—Faster music + negative colors
00, 05, 00, 03, 06, 00—Display version number

Sonic Labyrinth: Stage Select

Wait for the words "Press Start Button" to appear on the title screen, then press **Up** twice, **Right** three times, **Down** six times and **Left** nine times, the word "Select" will appear beneath the logo. Now press **START** to access the main menu, where you'll find that the sound test option has been replaced by a stage select. Highlight "Config" and press **A** and you'll be able to change the number of the starting stage.

Sonic Labyrinth: Bonus Stage

There's a door in the lower right area of Stage 2-3 that leads to a bonus stage. To unlock the door, look for the cannon in the lower left part of the stage. Normally, the cannon sends you to the exit door, but if you jump in and hold **Right** + **A** + **B** before the cannon fires, it will send you to a special switch near the start of the stage. Hit the switch to open the "Bonus" door.

Sonic the Hedgehog 2: Stage Select

After the Sega logo fades out and you see the demo with Tails running, point the D-pad to the **Down/Left** position and hold it there while you press and hold the **A** and **B** buttons. While continuing to hold those buttons down, press **START** and hold it until you see Tails blink his eye three times at the title screen. You'll hear a chime to confirm, now release the buttons and press **START** to access the stage select menu.

Dr. Robotnik's Mean Bean Machine: Scenario Mode Passwords

Stage 1: Arms—Yellow, Green, Red, Has Bean
Stage 2: Frankly—White, Blue, Red, Has Bean
Stage 3: Humpty—Yellow, Blue, Purple, Blue
Stage 4: Coconuts—Red, Purple, White, Green
Stage 5: Davy Sprocket—Blue, White, White, Has Bean
Stage 6: Skweel—Has Bean, Purple, White, Yellow
Stage 7: Dynamight—Blue, Red, White, Has Bean
Stage 8: Grounder—Has Bean, Purple, Yellow, Blue
Stage 9: Spike—Blue, Has Bean, Yellow, Purple
Stage 10: Sir Ffuzzy-Logik—Blue, Yellow, Red, Green
Stage 11: Dragon Breath—Purple, Blue, White, Yellow
Stage 12: Scratch—Purple, Blue, Red, Has Bean
Stage 13: Dr. Robotnik—Yellow, Red, Green, Blue
Ending—Has Bean, Yellow, Green, Purple
Sound test—Yellow, Red, Blue, Has Bean

Dr. Robotnik's Mean Bean Machine: Puzzle Mode Passwords

Lesson 1—White, Purple, Has Bean, Red
Lesson 2—Purple, Yellow, Has Bean, Has Bean
Lesson 3—Purple, Purple, Purple, Yellow
Lesson 4—Green, Green, Purple, Blue
Lesson 5—Purple, Green, Yellow, Purple
Lesson 6—Blue, Green, Red, Green
Lesson 7—Blue, Red, Green, Purple
Lesson 8—Blue, Green, White, Purple
Lesson 9—Green, Yellow, Purple, White
Lesson 10—White, Has Bean, White, Has Bean
Lesson 11—Has Bean, Blue, Red, Has Bean
Lesson 12—Purple, Has Bean, Yellow, Green
Lesson 13—Yellow, Purple, Yellow, Has Bean
Lesson 14—Yellow, White, White, Purple
Lesson 15—Red, Purple, Yellow, Blue

Sonic the Hedgehog Triple Trouble: Stage Select

After the Sega logo fades out, press and hold **Up** on the D-pad and watch Knuckles start to pick up the gems from the screen. While still holding **Up**, you must press the **START** button at the exact instant when Knuckles touches the third gem (the red one). If your timing is perfect, you'll hear a chime. Press **START** at the title screen, the stage-select menu will appear after you choose your character.

Sonic Drift 2: Bonus Race

To enter a secret bonus race, you must play through the Chaos GP at the Blue difficulty setting and earn six gems by placing first in all six races. If you do this, you'll be sent to the "Final Round," a one-on-one race against Dr. Robotnik. If you beat him, you'll get to see an ending sequence with the game's credits.

Tails' Sky Patrol: Cheat Menu

At the title screen, hold **Up** + **A** and press **START**. A secret cheat menu will appear with sound test and stage select options.

Tails Adventure: Password

Choose "Continue" from the main menu, then enter the password "A D E 7 - A A 2 A - 5 1 A 6 - 6 D 1 2" to start with all stages unlocked, all equipment, max flying ability and 99 rings.

SONIC HEROES

Metal Teams

Select "2P Play" from the main menu, choose a game and select any team. At the stage-select screen, select a stage with the **A** button, then immediately press and hold **A** + **Y** while the game loads. When the game starts, your team will consist of metal versions of the characters you chose.

SPAWN: ARMAGEDDON

Cheat Codes

At any time during gameplay, press **START** and enter the following codes while the game is paused. When you unpause, you will hear Spawn say "Necro-licious!" or "Necro-goodness," to confirm each correct code.

All weapons—**Up, Down, Left, Right, Left, Right, Left, Left**

Infinite ammo—**Up, Down, Left, Right, Up, Left, Down, Right**

Infinite health and Necroplasm—**Up, Down, Left, Right, Right, Left, Down, Up**

Toggle blood on/off—**Up, Down, Left, Right, Up, Up, Up, Up**

Unlock all comics—**Up, Down, Left, Right, Right, Left, Left, Up**

Unlock all missions—**Up, Down, Left, Right, Left, Left, Right, Right**

Unlock all encyclopedia entries—**Up, Down, Left, Right, Left, Right, Up, Down**

SPEED KINGS

Cheat Code

Start a new game and enter the "Player Setup" menu from any section. Under the player's handle, enter "borkbork" as the player's name to unlock everything in the game.

SPIDER-MAN 2

Cheat Code

At any time during gameplay, pause the game, enter the Save/Load menu and select "New Game." At the "Enter Name to Start New Game" prompt, enter "HCRAYERT" as your name and select "Enter," you'll see the name disappear. Now simply back out of the "Enter Name" screen and unpause, you'll warp directly to Chapter 16 with at least 44.38% of the game completed. This code also gives you 200,000 Hero Points, all four Boss Awards, the Web Zip upgrade and six Speed Swing upgrades. You can also enter the code at the "Enter Name" prompt that appears when you load the game without a save file present. Entering the code repeatedly will allow you to rack up additional Hero Points; they won't count toward the 50,000 you need to finish Chapter 16, and they may not appear in the Hero Points total at your "Status" screen, but they'll be there when you enter a Spidey Store.

SPONGEBOB SQUAREPANTS BATTLE FOR BIKINI BOTTOM

Cheat Codes

Pause the game, then hold **L** + **R** and enter the following codes. Note that the codes must be entered very quickly. If done correctly, you will hear SpongeBob say something or the controller will vibrate to confirm.

X, X, X, X, Y, X, Y, X, Y, Y, Y, Y—Max. health
Y, X, X, Y, Y, X, X, Y—Add 1,000 Shiny Objects
X, Y, Y, X, X, Y, Y, X—Add 10 Spatulas
X, Y, X, Y, X, X, Y, Y—Instant Bubble Bowl power up
Y, X, Y, X, X, Y, Y, X—Instant Cruise Bubble power up
X, X, X, X, Y, X, X, Y, X, Y, Y, Y—Cruise control for Cruise Bubble
X, Y, X, Y, Y, X, Y, X—Unlock all monsters in Monster Gallery
Y, X, Y, X, X, Y, X, Y—Unlock Art Gallery
X, X, X, Y, Y, X, X, X, X, X, Y, X, X, X, Y, X, X—Expert Mode
X, X, X, X, Y, X, X, Y, X, X, Y, Y—No Pants mode

THE SPONGEBOB SQUAREPANTS MOVIE

Cheat Codes

At any time during the game, press **START** to pause, then hold **L** + **R** and enter any of the following codes. You will hear a confirmation sound each time you enter a code correctly. For the costume codes, you will need to exit and re-enter the stage to see the code's effect. Obviously, the Patrick codes can only be used in levels where you play as Patrick.

Unlock all levels and challenges—**X, Y, X, X, Y, X, Y, Y**

Unlock all additional moves—**Y, Y, X, Y, X, X, Y, Y**

Unlock all additional moves and upgrades—**Y, Y, X, Y, X, X, Y, X**

Double Manliness Points from picking up dumbbells—**X, X, Y, Y, X, Y, Y, X**

Increase max. health—**X, X, X, X, Y, X, Y, X**

Alternate costume for Spongebob—**Y, Y, Y, Y, X, Y, Y, X**

Caveman costume for Spongebob—**Y, Y, Y, X, Y, Y, Y**

Alternate costume for Patrick—**Y, Y, Y, X, Y, X, Y**

Caveman costume for Patrick—**Y, Y, Y, X, Y, X, X**

SRS: STREET RACING SYNDICATE

Cheat Codes

At the main menu, press **Up, Down, Left, Right**. A cheat menu will appear where you can enter the following codes:

S I C K J Z A—Unlock Toyota Supra 3.0L RZ in Arcade Mode
S I C K G D B—Unlock Subaru Impreza S202 STi in Arcade Mode
I G O T G S T—Unlock Mitsubishi Eclipse GS-T in Arcade Mode
R E N E S I S—Unlock Mazda RX-8
M Y T C G T S—Unlock Toyota Celica GT-S
G O T P O P O—Unlock Police Car in Arcade Mode
L E T M E G O—First three busts are only warnings
F I X I T U P—Free repair
G O R E T R O—Unlock all Vinyls

SSX3

Cheat Codes

From the main menu, press the **Y** button to access the Options menu. Select "Enter Cheat" and enter any of the following case-sensitive passcodes:

b i g g e r t h a n k 7—Unlock all peaks
d j s u p e r s t a r—Unlock all songs in playlist
s h o p p i n g s p r e e—Unlock all Peak 1 gear, items and accessories
n a t u r a l c o n c e p t—Unlock all art
g r a p h i c d e l i g h t—Unlock all special boards
p o s t n o b i l l s—Unlock all posters
n o g l u e r e q u i r e d—Unlock all toys
g o t i t g o t i t n e e d i t—Unlock all trading cards
m y e y e s a r e d i m—Unlock all videos
z e n m a s t e r—Unlock Brodi
w o r m—Unlock Eddie
b r o n c o—Unlock Luther
m i l k e m d a i s y—Unlock Cudmore

n o t s o s v e l t e—Unlock Svelte Luther
b a c k 2 f u t u r e—Unlock Marty
s l i c k s u r f—Unlock Hiro
w h e r e s y o u r t a i l—Unlock Bunny San
w i n d m i l l d u n k—Unlock Stretch
c a l l h m g e o r g e—Unlock Northwest Legend
b r o k e n l e g—Unlock Jurgen
b o n e y a r d r e j e c t—Unlock Gutless
b a n k e n g i n e—Unlock Churchill
g r e a t w h i t e n o r t h—Unlock Canhuck
f i n a l l y m a d e i t i n—Unlock Unknown Rider
b e t y o u v e n e v e r s e e n—Unlock Snowballs

STAR WARS: REBEL STRIKE ROGUE SQUADRON III

Secret Codes

Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes. If a code has several parts, you must enter the second (or third) passcode immediately after the previous one or else it won't work. Note that the special vehicle codes may not allow you to choose those vehicles in every mission; after entering one of these codes, check the "Available Craft" to see if that vehicle is allowed in a particular mission

I I O U A O Y E—W I M P I A M !—Infinite lives
E E Q Q 7 Y P L—C H E I A T E R—Unlock all missions in Single Player mode
S W G R C Q P L—U C H E A T E D—Unlocks all regular missions in Cooperative mode
R W A L P I G C—N O W A Y O U T—Unlock Asteroid Field mission in Cooperative mode
W P X 7 F G C !—E X C E R S I Z—Unlock Endurance mission in Cooperative mode
Y F C E D F R H—D S A G A I N ?—Unlocks Death Star Escape mission in Cooperative mode
F R L L I C S F—F A R M B O Y ?—Unlocks Beggars Canyon Race under "Special" in Versus mode
R T W C V B S H—B F N A G A I N—Unlock Naboo Starfighter ship in all modes
T G B C W _ P N—Z Z B O U N T Y—Unlock Save 1 ship in all modes
Q Z C R P T G !—H A N S R I D E—Unlock Millennium Falcon ship in all modes
V D X 7 W K I H—A N O K S H I P—Unlock TIE Advanced ship in Cooperative and Versus modes
J A S D J W F A—I D A B O M B !—Unlock TIE Bomber ship in Single Player and Versus modes
F R R V B M J K—L O O K O U T !—Unlock TIE Hunter ship in Single Player and Versus modes
A X C B P R H K—W H A T T H E ?—Unlock Rudy's Car ship in Single Player and Cooperative modes
B B G M Y W S X—J E D I W H O ?—Unlock Jedi Starfighter ship in Versus mode
M C K E M A K D—O N E S H O T !—Unlock TIE Fighter ship in Cooperative mode
R T J P F C I G—T I M E W A R P—Unlock *Star Wars game* in Arcade
! H I F ? H X S—K O O L S T U F—Unlock *The Empire Strikes Back* game in Arcade
L O O K M O M !—Unlock "Credits" option at the Special Features menu
T H E D U D E S—Unlock "Documentary" option at the Special Features menu
! K O O L A R T—Unlock "Art Gallery" option at the Special Features menu
H A R K H A R K—Unlocks "Music Hall" option at the Special Features menu
N O C O L O R ?—Black and white mode

STARSKY & HUTCH

Unlock Everything

When creating a new profile, enter the name "VADKRAM" on your license plate to unlock all seasons, and episodes within the Story Mode, all Free Roam areas, TV Specials and Locker features

TAK AND THE POWER OF JUJU

Cheat Codes

At any time during gameplay, pause the game and enter any of the following codes
Earn All Juju Powers—**Up, Right, Left, Down, Y, X, B, Down**
Max Nubu Plants—**B, Y, X, Left, Up, Right, Down, Down**
Max Moonstones—**Y, Y, B, B, X, X, Left, Right**
Max. Yorbels—**Up, Y, Left, B, Right, X, Down, Up**
Max Feathers—**B, Y, X, B, Y, X, B, Y**
Unlock Extra Bonus Features—**Left, Right, B, B, X, X, Left, Right**

TEENAGE MUTANT NINJA TURTLES 2 BATTLENEXUS

Passwords

Choose "Options" from the main menu and select the "Password" option. Enter the following passwords by choosing the letter icons:
L S D R R D R—Mighty Turtle (no damage)
R S R L R S M—Infinite shuriken
L D R M R L M—Defense power doubled
S D L S R L L—Offense power doubled
D S R D M R M—Health (eliminates damaging effects)
M R L M R M R—Pizza Paradise (stamina restore items upgraded to Pizza)
D R M S R L R—Self Recovery (stamina meter gradually restores itself)
S D S D R L D—Abyss challenge (don't fall off anywhere)
R M M D R M D—Endurance mode (stamina restore items eliminated)
R D S R M R L—Super Tough mode (enemy defense power doubled)
L R S R D R D—Fatal Blow mode (one hit will kill you)
S L S D R D L—Nightmare (enemies give double damage)
D R S L L S R—Poison effect on Turtles
R L M R D S L—No shuriken
D S L R D R M—Nexus Turtle outfit for Donatello
L M R M D R D—Nexus Turtle outfit for Leonardo
M L M R D R M—Nexus Turtle outfit for Mike
R M S R M D R—Nexus Turtle outfit for Raphael
S R M L D D R—Playmates added to Bonus Materials
M L D S R D M—Honking noise when attacking
S S S M R D D—Toddling mode (weird sound when walking)

TERMINATOR 3: THE REDEMPTION

Cheat Codes

Highlight "Credits" at the main menu and enter any of the following codes. Note. You may not be able to have all three codes active at once
Invincibility—Press **X + Z + R** simultaneously
Unlock all levels—Press **X + Z + Y** simultaneously
Unlock all upgrades—Press **X + Y + L** simultaneously

TIGER WOODS PGA TOUR 2005

Cheat Codes

Choose "EA Sports Options & Extras" from the main menu, then select "Password" from the Options menu and enter any of the following case sensitive codes
T H E G I A N T O Y S T E R—Unlock standard courses and all golfers except Justin Timberlake
T H E T E N N E S S E E K I D—Unlock Justin Timberlake
9 1 t r e S T R—Unlock all Adidas sponsorship items for purchase
c g T R 7 8 q v—Unlock all Callaway Golf sponsorship items for purchase
C L 4 5 e t U 8—Unlock all Cleveland Golf sponsorship items for purchase
s f k a j f d—Unlock all Cobra sponsorship items for purchase
F D G H 5 9 7 t—Unlock all Maxfli sponsorship items for purchase
Y J H k 3 4 2 B—Unlock all Never Compromise sponsorship items for purchase
U r t 4 5 T W 6—Unlock all Nike and some Nike TW sponsorship items for purchase
k j n M R 3 q v—Unlock all Odyssey Golf sponsorship items for purchase
R 4 5 3 D r T e—Unlock all PING sponsorship items for purchase
c D s a 2 f g Y—Unlock all TAG Heuer sponsorship items for purchase

TOM CLANCY'S SPLINTER CELL CHAOS THEORY

Unlock All Missions

Choose "Solo" from the main menu. At the Solo menu, hold **L + R** and press **X, X, X, X, X, Y, Y, Y, Y**. Now select "Load Game" and you'll find that all of the missions have been unlocked

TONY HAWK'S PRO SKATER 3

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter the following codes
F R E A K S H O W—Unlock all hidden characters
M A R K E D C A R D S—Enable "Cheats" option at the Paused menu
M A X M E O U T—Give the currently-selected skater enough stat points to max out all statistical categories
P O P C O R N—Unlock all movies

TONY HAWK'S PRO SKATER 4

Cheat Codes

Select "Cheat Codes" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu
g o l d e n—Always Special (note: the second character is the number zero)
b e l . k e g e o f f—Perfect Rail
2 w h e e l n—Perfect Manual
g i a n t s t e p s—Moon Gravity
m r a n d e r s e n—Matrix Mode
(o) (o)—Unlock Daisy
W a t c h _ M e X p l o d e—Unlock everything

TONY HAWK'S UNDERGROUND

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off
g e t i t u p—Moon gravity
k e e p i t s t e a d y—Perfect manual
l e t i t s l i d e—Perfect rail
r e a r r i d e—Perfect sketches
N O O O ! !—Unlock T H U D

TONY HAWK'S UNDERGROUND 2

Cheat Codes

Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes
s t r a i g h t e d g e—Unlock "Perfect Rail" cheat
l i k e p a u l i e—Unlock "Always Special" cheat
u n s c r e w e d—Unlock Natas Kaupas
b r i t t e e t h—Unlock Nigel Beaverhausen
x x l a g e—Unlock Phil Margera
w a k p a k—Unlock Ben Franklin, Bull Fighter, Graffiti Tagger, Shrimp Vendor, Jester and Ryan Sheckler
s i k f l i c k—Unlock all movies
u r o w n 3 d—Unlock all levels

TRUE CRIME: STREETS OF L.A.

Unlock All Upgrades

During gameplay, press **START** and enter the City Map screen (you must be outside). Press **Up, Right, Down, Left, Up, A**. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that all Bonus Missions will be unavailable after entering the code

Change Car Mass

While driving, press **START** and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass. You will hear a confirmation sound if entered correctly
Decrease car mass—**Down, Down, Down, A**
Increase car mass—**Up, Up, Up, A**

Unlock Snoop Dogg Missions

During gameplay, press **START** and enter the City Map screen (you must be outside). Press **R, L, Up, Right, Left, Down, Z, Z, A, Y, X, Y**. You will hear a confirmation sound if entered correctly. Save and exit out of the game. Load the saved game and enter the Mission select screen. Select the Snoop Dogg missions by choosing the Snoop Dogg head icon

Play as Different Characters

Select New Game at the main menu. Enter the following codes at the license plate screen to play as different characters from the game. You must hold **L + R** when selecting "OK" to make the code work. You will hear a confirmation sound if entered correctly
R O S A—Rosie Velasquez
H U R T _ M 3—Rosie in lingerie
F A T T—George
B I G 1—Chief Wanda Parks
F J Z Z—Officer Johnson
B O O Z—Bum
S W A T—SWAT
M I K 3—Commando
T F A N—Gangster
P H A M—Butcher
M N K Y—Thug
B O O B—Punker girl
M R F U—Asian gangster
H A R A—Asian worker
T A T S—Tattoo lady
P I M P—Pimp
B R J Z—Boxer
H A W G—Biker
J A S S—Donkey
J I M M—Zombie

TUROK: EVOLUTION

Secret Cheats

At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select after you have unlocked it, you must load a previously-saved game from the main menu
S E L L O U T—Unlock level select
E M E R P U S—Unlock invincibility
S L I E W G H—Unlock invisibility
T E X A S—Unlock all weapons
M A D M A N—Unlock unlimited ammo
H E I D—Unlock big heads
F M N F B—Unlock all cheats
Z O O—Play Zoo mode
H U N T E R—Trigger game demo

TY THE TASMANIAN TIGER

Secret Codes

At any time during gameplay, enter any of the following codes. You'll hear a special guitar sound effect after entering a correct code. All items are marked with vertical lines—**L, R, L, R, Y, Y, X, B, B, X, Z, Z**
Obtain Kaboomarang, Doomarang, Megarang, Zoomerang, Infrarang, Multirang and Chronorang—**L, R, L, R, Y, Y, Y, B, Y, B**
Obtain Frostyrang, Flamerang, Zappyrang and Aquarang—**L, R, L, R, Y, Y, B, B, Y, B**

TY THE TASMANIAN TIGER 2: BUSH RESCUE

Secret Codes

Enter the following codes at any time during gameplay
100,000 Opals—**START, START, Y, START, START, Y, X, A, X, A**
All Bunyip Keys—**START, START, Y, START, START, Y, B, X, B, A**
Reveal all items in the vicinity—**START, START, Y, START, START, Y, Up, Down, Left, Right**
Unlock Level 1 Boomerangs—**START, START, Y, START, START, Y, X, B, X, B**
Unlock Level 2 Boomerangs—**START, START, Y, START, START, Y, B, X, B, Y**

WAVE RACE: BLUE STORM

Secret Passwords

Choose "Options" from the main menu, then hold **Z + X** and press **START** at the Options menu. A new "Password" option will appear. At the next screen, enter any of the following passwords
D L P H N M O D—Ride a dolphin, Free Roam
K T U P W N P D—Play Dolphin Park, Stunt Mode Norma
W C X 5 W P 5 A—Play Southern Island, Stunt Mode Expert
M J V 8 L K L 6—Play La Razza Canal, Time Attack Hard
J 7 8 4 W M H F—Play Lost Temple Lagoon, Time Attack Normal
L Q 3 T R K T E—Play Lost Temple Lagoon, Time Attack Hard
A J X Y 8 P 5 3—Play Expert Championship without having to unlock it

WRECKLESS: THE YAKUZA MISSIONS

Unlock All Missions & Cheats

At the Scenario Select screen, select "Cheats." Next, move the cursor to highlight the "Unlimited time" cheat, then hold **Down L + R + Right** and press **Z**. All missions and cheats will be immediately unlocked

WWE: CRUSH HOUR

Secret Character

Press **X, Y, L, X** at any menu screen to unlock Kevin Nash as a playable character

X-MEN LEGENDS

Unlock Extreme Gear

At the main menu, press **Up, Up, Right, Left, Down, Down, START**. A confirmation message will appear if the code has been entered correctly

X-MEN: NEXT DIMENSION

Secret Codes

At the main menu, quickly enter any of the following codes. A special message will appear after entering a correct code.
Unlock everything—**Up, Up, Down, Down, Left, Right, Left, Right, A, B, START, START**
All characters start with nearly zero health—**Up, Up, Down, Down, X, Y, Y, X**
Computer opponents just stand there—**Up, Up, Down, Down, A, A, B, B, X, X, Y, Y**
Unlimited Supers—**Up, Up, Down, Down, A, X, A, X**

X2: WOLVERINE'S REVENGE

Cheat Codes

Enter the following codes at the main menu
Unlock all Costumes—**B, X, B, Y, Y, Y, L, L, Z**
Unlock all Cerebro Files and all Movies—**B, X, B, Y, Y, Y, R, R, Z**
Unlock Level Select and all Challenges—**B, X, B, Y, B, X, L, R, Z**
Unlock "Cheats" option at pause menu—**B, B, X, X, Y, Y, X, X, L, L, R, R, Z**

YU-GI-OH!: THE FALSEBOUND KINGDOM

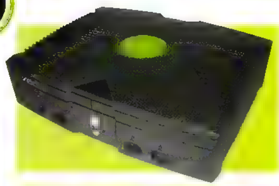
Extra Gold Cheat

While in the 3D Mode Screen, move the cursor to an empty spot on the field and quickly press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. If entered correctly, you'll hear a voice say "Yu-Gi-Oh!" and you will automatically receive 573 Gold. You can keep increasing your Gold by entering the code over and over.

ZAPPER

Infinite Lives

Press **START** to pause the game, then hold **L** and press **Up, Up, Left, Left, Right, Left, Right**. You will see a message to confirm if you've entered the code correctly.



Xbox tips

4X4 EVOLUTION 2

Secret Code

Enter the following code at the "Press Start" screen. You'll hear a special sound effect after entering it correctly.

Extra Money—**Y, X, White, Y, X, White, X, X, Y, White, X, Y**

AGGRESSIVE INLINE

Secret Cheats

At the main menu, select "Options," then select "Cheats" and enter any of the following codes. You'll be automatically returned to the Options menu after entering a code correctly.

↑ ↑ ↓ ↓ ← → ← → B A B A—Unlock all levels
↓ → → ↓ ← ↓ ← ↓ → → →—Unlock all characters
← ← → → ← → ← ↑ ↑ ↓ A I—Juice regeneration
← ← ← ← → → → → ← ← ← → ↑—Super spins
↑ ↓ ↑ ↓ ← → ← → A B A B S—Low gravity wall rides
SKELETON—Obtain all keys
BIGUPYASELF—Perfect grinds
JUSTIN BAILEY—Perfect handplants
QUEZDONTSLEEP—Perfect manuals
KHUFU—Baits don't cause you to lose juice (note: this code will have no effect unless you activate the "Juice Regeneration" code first)

ALIENS VERSUS PREDATOR: EXTINCTION

Secret Cheat Menu

At any time during gameplay, pause the game and press **Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger**. You'll hear a special sound if you have entered the code correctly. Select "Options," then select "Cheats" to activate Invincibility, Level Select and more.

ARMED AND DANGEROUS

Cheat Codes

Select "Cheats" from the Options menu and enter any of the following codes:

List all cheats—**B, L, A, B, White, A, Left Trigger, Left Trigger**
Refill ammo—**Black, B, A, Right Trigger, Right Trigger, A, Left Trigger, Black**
Infinite ammo—**A, Left Trigger, Left Trigger, Black, B, White, Left Trigger, Left Trigger**
Refill health—**X, R, A, Y, Black, B, A, Right Trigger**
Invincibility—**X, X, X, R, A, Left Trigger, Left Trigger, Y**
God mode (invincibility/infinite ammo)—**Y, A, B, X, B, A, A, Left Trigger**
Play any level—**Y, White, Black, Left Trigger, A, Right Trigger, Right Trigger, Y**
View any movie—**A, Y, A, Y, Black, Right Trigger, A, Y**
Big heads—**Left Trigger, Black, B, White, White, B, Black, Left Trigger**
Big hands—**R, White, X, Left Trigger, White, Right Trigger, Right Trigger, Y**
Big boots—**R, White, Y, A, Left Trigger, B, White, X**
Upside-down screen—**Y, A, B, B, A, B, White, White**

ATV: QUAD POWER RACING 2

Secret Cheats

At the "Saved Profiles" screen which appears immediately after the title screen, select any empty profile. Next, select any rider and then enter any of the following codes at the "Name Your Rider" screen that follows. A special message will appear upon correct entry of each code.

B U B B A—Unlock all riders
R O A D K I L L—Unlock all tracks
G E N E R A L L E E—Unlock all vehicles
D O U B L E B A R R E L—Unlock all challenges
R E D R O O S T E R—Unlock all championships
G I N G H A M—Max. stats
F I D D L E R S E L B O W—Max. skill level

AZURIK: RISE OF PERATHIA

Invincibility

At any time during gameplay, quickly press **X, Black, White, Right Trigger + Left Trigger**, then press in the **Right Thumbstick + Left Thumbstick** simultaneously.

Refill Health + Power

At any time during gameplay, quickly enter the following code: Hold **Left**, rotate the **Right Thumbstick** counter-clockwise from **Right** to **Up** to **Left**, then press **A, X**

Big Heads

At any time during gameplay, quickly press in the **Right Thumbstick**, then **R, Down, Up, A**

Big Afro

At any time during gameplay, enter the following code quickly: Press **Down, Right**, then **Black + White** simultaneously, press in the **Right Thumbstick**, press in the **Left Thumbstick**, then simultaneously point the **Left Thumbstick** to the **Right** and the **Right Thumbstick** to the **Left**, then press **B, Y**

Save Anywhere

At any time during gameplay, quickly press **White, Up, Down, A, B**, then press in the **Right Thumbstick**. After entering the code correctly, your game will be saved immediately, whether you are at a save point or not.

Adjust Camera

At any time during gameplay, quickly press **Right Trigger, Down, Up, Down, Up**, then press in the **Right Thumbstick**, then press in the **Left Thumbstick**. Now you can use the controller to freely adjust the camera's position and orientation. The **Left Trigger** and **Right Trigger** adjust the height of the camera. Press **Back** to return to controlling your character.

THE BARD'S TALE

Cheat Codes

At any time during gameplay, hold **Left Trigger + Right Trigger** and enter any of the following codes:

Full health and mana—**Left, Left, Right, Right, Up, Down, Up, Down**
Can't be struck—**Left, Right, Left, Right, Up, Down, Up, Down**
Can't be hurt—**Right, Left, Right, Left, Up, Down, Up, Down**
Damage x 100—**Up, Down, Up, Down, Left, Right, Left, Right**
10,000 silver pieces and 100 adderstones—**Up, Up, Down, Down, Left, Right, Left, Right**
Unlock all levels—**Right, Right, Left, Left, Up, Down, Up, Down**

BATMAN: RISE OF SIN TZU

Cheat Codes

At the main title screen (when the words "Press Start" appear), hold **Left Trigger + Right Trigger** and enter any of the following codes. A confirmation message will appear upon entering a correct code. If you enter the same code again, the cheat will be deactivated.

Unlimited health—**Up, Right, Up, Left, Down, Left, Down, Right**
Unlimited combo meter—**Left, Right, Down, Up, Up, Down, Right, Left**
All upgrades—**Down, Up, Down, Left, Down, Right, Up, Down**
All end-game rewards—**Left, Down, Left, Right, Left, Left, Down, Right**
Dark Knight difficulty level—**Right, Up, Up, Right, Left, Down, Right, Up**

BATMAN: VENGEANCE

Unlimited Batarangs

At the main menu, press **Left Trigger, Right Trigger, Left Trigger, Right Trigger, X, X, Y, Y**. During gameplay, the number 99 will appear next to the Batarang and Electric Batarang icons at your equipment menu.

BATTLESTAR GALACTICA

Cheat Code

Choose "Options" from the main menu, then select "Extras" and press **Up, Down, Down, Left, Left, Left, Left, Right, Right, Left, Left, Up, Up, Left, Left, Down, Left, Right** at the Extras menu. All of the Extras will be unlocked except the movies. This code also adds a new "Cheat Menu" option to the Options menu; use it to toggle invincibility, max out your missiles or set up wingmen options.

Ultimate Wingmen

Choose "Options" from the main menu, then select "Extras" and press **Down, Down, Left, Down, Down, Up, Right, Right** at the Extras menu. Apollo and Starbuck will be assigned as your wingmen, even if you're starting a new game.

BIG MUTHA TRUCKERS 2

Cheat Passwords

Press Y at the main menu to access the "Enter Cheat" screen, where you can enter any of the following codes.

M I S S I O N S—Unlock all missions
C A S H—Earn $100,000
B R I D G E—Easy bridge crossing
N O D A M A G E—Invincibility
N O C O P S—No cops
E B M—Unlock Evil Bob mission
P J—Pay off one juror
P A J—Pay off all jurors
C O P S—Cops always on route
B I K E R S—Bikers always on route
G A L L E R Y—Unlock all gallery items

BLADE II

Main Menu Codes

Enter any of the following codes at the main menu. A message will appear at the top of the screen to confirm each code.

Unlock missions—Hold **Left Trigger** and press **Down, Up, Left, Left, B, Right, Down, X**
Unlock weapons—Hold **Left Trigger** and press **X, B, Down, Left, B, B, Y**
Unlock "Daywalker" difficulty—Hold **Left Trigger** and press **Left, B, Up, Down, X, B, A**

In-Game Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes.

Infinite health—Hold **Left Trigger** and press **Y, X, Y, X, Y, B, Y, B**
Rage always—Hold **Left Trigger** and press **Left, Down, Left, Down, Right, Up, Right, Up**
Infinite ammo—Hold **Left Trigger** and press **Left, B, Right, X, Up, Y, Down, A**

BLOOD OMEN 2

Cheat Code

At the "Start Game" menu, press **White, Black, Left Trigger, Right Trigger, X, B, Y**. Now begin a new game and you will be wearing Iron Armor and have the Soul Reaver weapon.

BLOODRAYNE 2

Cheat Codes

Select "Extras" from the main menu, then select "Enter Cheat" and enter any of the following codes. You can also enter the cheats by selecting "Cheats" from the Pause menu. Note: To enter a code correctly, you must press **START** to accept the last (highlighted) word of the phrase. If you insert the last word and then press **START**, the code will not be accepted. Some cheats must be activated from within the Pause menu after the code has been entered.

Blue Green Purple Imp—Freeze enemies
Uber Taint Joad Durf Kwis—God mode
Quantum Lament Distorted Doting—Time factor
Whack This Molested Ninja—Refill ammo
Cargo Fire Imp Kak—Credit Carnage 1,000 points
Late Nurture Qweef Super—Credit Gun 1,000 points
Whiskey Fake Kablow Shoot—Enable all gun modes
Bone This Curry Vote—Enable all combos
Blank Ugly Pustule Eater—Enable all powers
Nurture Happy Pustule Erasure—Restore health
Naked Juggy Resistance Pacy—Fill bloodlust
Pimp Reap Dark Dark Muse—Unlimited rage
Terminal Reality Super Uber XXX Vacate—Unlimited health
Ugly Dark Heated Orange Quaff—Unlimited ammo
Fake Bust Cunningly Distorted—Juggy mode
Dodge This Moist Pimp—Gratuitous dismemberment
Anomalies Are Juan Insulated—Unlock level select
This Dark Distorted Reality—Unlock Overlord
Ardent Hungry Naked Ninja—Unlock sideshows
Pens on Reap Super Vulgar—Unlock movies
Whack Lick Erotic Cunningly—Unlock outfits
Want This Dark Reality Taint Qweef—Unlock everything

BMX XXX

Cheat Codes

At the main menu, select "Acclaim Extras," then select "Cheats." Enter any of these codes at the screen that follows.

XXX RATED CHEAT—Unlock all levels and Amish Boy
CHAMPAGNE ROOM—Unlock all movies
65 SWEET RIDES—Unlock all bikes
3RD SOG—Night vision mode
FLUFFYBUNNY—Happy bunny mode
GHOSTCONTROL—Guided ghostrides
HEAVYPETTING—Super crash mode
MAKEMEANGRY—Green skin
PARABOLIC—Visible gaps

BRUCE LEE: QUEST OF THE DRAGON

Cheat Codes

Enter any of the following codes at any time during gameplay.

Invincibility—**A, B, B, X, Right Trigger, Black, Right Thumbstick**
Nine lives—**White, Right Thumbstick, Left Thumbstick, Back, Left Trigger, Right Trigger, Left Thumbstick**
999 coins—**X, B, Black, Black, A, Right Thumbstick, Left Thumbstick**
999 tokens—**Y, B, A, X, Y, Left Trigger, Right Thumbstick**

Bruce Challenges

At the title screen, when the words "Press Start" appear, press **X, Y, X, Y, X, X, Y, Y, Left Thumbstick, Right Thumbstick**. The "Bruce Challenges" option will be unlocked at the main menu.

BUFFY THE VAMPIRE SLAYER

Cheat Codes

Choose "Extras" from the main menu and enter any of the following codes at the Extras menu:

Infinite slayer power—**Y, Y, Y, Black, Black, Black, Y, White, Black, Black, White, Y**
No damage from enemies' punches or kicks—**Y, White, Black, Black, White, Y, Black, Black, Black, Y, Y, Y**
Unlock "Arena Mode" stages 1-4—**Y, Y, White, Black, Black, Y, Y, Y, Y, Y, White, Black**
Play as dark slayer in Arena Mode—**Black, White, Y, Y, Black, Black, White, Black, Black, White, Black, Black, White, Black, Black, Black, White, White**

CALL OF DUTY: FINEST HOUR

Level Select

(Note: You'll need two controllers to enter this code.) Select "Single Player" from the main menu; when the level select screen appears, hold **Up** on Controller 2 and press **START, BACK, BACK, X** on Controller 1 to unlock all levels.

CEL DAMAGE

Secret Codes

From the title screen, select "Play," then press **A** and select "Create/Load." Next, select "Create New," then "Hard Disk," then "New Name." Now enter any of the names below. You'll hear a special fanfare when you choose an icon after entering a correct code.

E N C H I L A D A !—Unlock all stages, characters and weapons
W H A C K L A N D—Unlock all desert stages
E A R L S P L A C E—Unlock all Transylvania stages
M E L E E D E A T H—Unlock melee weapons
H A Z A R D O U S—Unlock hazard weapons
U N I Q U E W P N S—Unlock personal weapons
F A N P L A S T I C—Unlock plastic rendering mode
P E N C I L I T I N—Unlock pencil rendering mode

CHASE: HOLLYWOOD STUNT DRIVER

Unlock All Scenes

First, start a new game. At the name entry screen, enter "ACTION STAR" as your name. You'll instantly have access to all scenes in the game.

CONFLICT: VIETNAM

Cheat Code

At the main menu, press **Right Trigger, Right Trigger, Left Trigger, Left Trigger, B, B, Y, Y, X, X, White**, a new "Cheats" option will appear

Use it to select any mission, show movies and toggle infinite saves or ammunition

CONKER: LIVE & RELOADED

10 Extra Lives
After completing the Barn Boys area, return to the cheese corral. Hop up onto the platform to the left of the corral and follow it around the back wall of the cheese corral. Jump over the platform on the back wall and a light bulb will flash over Conker's head. Hit **B** as soon as this happens and he'll turn into an anvil and crash down, destroying the cheesy wall and revealing a special tail that grants you ten extra lives.

CONSTANTINE

Cheat Codes
At any time during gameplay, press the **BACK** button to bring up the Journal. Now enter any of the following codes at the Journal screen.
Unlimited ammo—**X, Black, Black, Left, Right, Left, Right, Y, Y, Left, Right**
Invincibility—**Left, Right, Right, Left, Left, Right, Right, Left, X, X**
Level skip—**Right, Left, Right, Left, Right, Left, X, Y, Y, X, X, X, X, Y, Y**
Infinite Magic Power—**Left, Right, Right, Left, Left, Right, Right, Left, Y, Y**
First person mode—**Black, White, White, Black, Left, Left, Right, Right**
Demons have big heads—**Black, Left, Right, Left, Left, Right, Left, Black**
One-shot kills—**Black, Left, Right, Right, Right, Right, X, X**
Slow-motion enemies—**X, Black, Right, Y, Y, Y, Left, Left**
Blurry vision—**X, Black, Black, Y, Y, Right, Right**
Rapid-fire Purger—**Black, Left, White, Left, X, Y, X, Y**
Rapid-fire Holy Shotgun—**White, Left, Black, Left, Y, X, Y, X**
Holy Water grenades—**Right, Left, X, Y, X, Y, Left, Right**
Gun shoots large fireballs—**Y, Y, Y, Left, Right, Right, Left, Left, Right**
Gun shoots small fireballs—**Y, Y, Y, Left, Right, Right, Left, Right, Left**
Gun shoots green fireballs—**Y, Y, Y, Left, Right, Right, Left, X, X**
Gun shoots purple fireballs—**Y, Y, Y, Left, Right, Right, Left, Y, Y**
Display game timer—**Y, Y, Y, Y, X, X, X, Left**

CORVETTE

Unlock All Tracks
Choose "Game Options" from the Options menu, select "Change Name" and enter the name "XOPENSEZ" to unlock all of the tracks in Career and Arcade mode.

CRASH BANDICOOT: THE WRATH OF CORTEX

Cheat Code
Choose "New Game" from the main menu. When the name entry screen appears, enter your name as "WOMBAT" to start with all of the levels unlocked and a 106% completion rating.

DAI SENRYAKU VII: MODERN MILITARY TACTICS

Cheat Codes
Enter any of the following codes at the main menu.
Unlock El Alamein map—**X, White, Right, Right, Right, Black, Right, Right, Right, Right, X**
Unlock Kemco map—**X, White, Right, Right, Right, Black, Right, Right, Right, Right, Left, X**
See credits—**X, Black, Left, Black, Left, Black, Left, White, Right, White, X**
Pick any Scenario—**X, Left, Right, Right, Right, Black, Right, White, Right, Left, Right, X**
All Recon Units—**X, Black, Black, White, White, Right, Left, White, Black, X**
Production, Extra endurance—**X, White, White, Left, Left, White, Black, Right, Left, White, Black, Left, Right, X**
Extra endurance—**X, White, Black, Right, Left, White, Black, Left, Right, X**
Extra ammo—**X, Black, White, Left, Right, Black, White, Right, Left, X**
Unlock all Free Play maps—**X, White, White, White, Black, Black, Black, Left, Right, Left, X**
Unlock All Units in Freeplay Mode
Select "Secret Pass Code" from the main menu and enter any of the following codes to unlock various units.
0993-4841-852E-14F9—Unlock Type 61 MBT (WT)
6289-0549-0DF1-A797—Unlock Type 74 MBT (WT)
A124-2DC3-D9A6 D4F9—Unlock Type 90 MBT (WT)
B399-7184-500A-500A—Unlock Type 87 SPAAG (WT)
F4A3-6507-A7E5-E9CD—Unlock Type 60 SPRR (WT)
3D9A D404-70E9-0162—Unlock AH-1S Cobra (WT)
B50A 6C45-CB7B-F94E—Unlock Type 90 MBT (D7)
5285-2318-09F4-1DDC—Unlock Type 74 MBT (D7)
746C 3BBA E396-9AFD—Unlock AH-1S Cobra (D7)
81FE 5327-CAD7-6500—Unlock AH-1W Super Cobra
C554 D619-C0C7-33A9—Unlock Cyber Ninja

DANCE DANCE REVOLUTION ULTRAMIX

All Songs/All Challenge Modes Complete
Select "Options" from the main menu, then select "Credits" and enter the following code on Controller 4: **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. You will hear a confirmation sound if the code is entered correctly.

DEATHROW

Secret Codes
At the main menu, select "Options," then move the cursor to Player 4's name. Change it to any of the following names to obtain the corresponding effects:
MOREROOM—Unlock all arenas
ALL150—Unlock all players and teams
NO FEAR—Unlock "Difficulty Extreme" extra
CONFUSED—Unlock "Multi Disc" extra

DESTROY ALL HUMANS!

Cheat Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes at the pause menu.
Bulletproof Crypto—Hold **Left Trigger**, press **X, Y, Left, Left, Y, X**
Infinite Concentration—Hold **Left Trigger**, press **Black, White, Y, Right, White, Y**
Infinite ammo and Concentration—Hold **Left Trigger**, press **Left, Y, White, Right, Black, X**
Increase Alert Meter—Hold **Left Trigger**, press **Right, X, White, Black, Right, White**
Reduce Threat level to "None"—Hold **Left Trigger**, press **White, Right, White, Black, X, Right**
More Cheat Codes
Enter any of the following codes at the mothership hub screen (where the Archives, Hangar, Options and Pox's Lab menu items are).
Early Upgrades—Hold **Left Trigger**, press **X, Y, Left, Left, Y, X**
Earn 1,337 DNA—Hold **Left Trigger**, press **Black, Black, White, White, Left, Right, Left, Right, White, Black**

DOOM 3

Cheat Codes
At any time during gameplay (not while paused), enter the following codes:
Invincibility—Hold **Left Trigger** and press **X, Y, B, A**
Skip the current level—Hold **Left Trigger** and press **B, A, X, Y**

DRAGON BALL Z: SAGAS

Cheat Codes
At any time during gameplay, press **START** to pause, then select "Controller" from the pause menu and enter the following codes at the controller screen.
Invincibility—**Down, A, Up, Y, BACK, START, Right, X, Left, B**
All upgrades purchased—**Up, Left, Down, Right, BACK, START, Y, X, A, B**
Unlock Everything
Choose "Options" from the main menu, then press **Up, Down, Up, Down, BACK, START, BACK, START, Y, A, Y, A, X, X, B** at the Options menu. This code unlocks all of the stages in Play Sagas mode, all of the items at the Extras menu and all of the stages and characters in Pendulum mode.

DRIV3R

Cheat Codes
Enter the following codes at the main menu, you'll hear a chime each time you enter a code correctly. Now select "Cheats" from the Options menu to toggle the code effects on and off.
Unlock all Undercover missions—**X, X, Y, Y, Right Trigger, Right Trigger, Left Trigger**
Unlock all weapons in Undercover and Take a Ride mode—**Left Trigger, Left Trigger, X, Y, Y, Right Trigger, Right Trigger**
Unlimited ammo in Undercover and Take a Ride mode—**Right Trigger, Right Trigger, Left Trigger, Left Trigger, X, Y, Y**
Invincibility in Take a Ride mode—**X, Y, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger**
Immunity (police ignore you)—**X, Y, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Y**
All vehicles available in Take a Ride mode—**X, X, Y, Y, Left Trigger, Right Trigger, Left Trigger**

DUNGEONS & DRAGONS HEROES

Cheat Codes
At any time during the game, hold **Left Trigger** and press **Y + A**. An "enter code" menu will appear, use it to enter any of the following codes.
PELOR—Invincibility
OBADHAI—Infinite Mystical Will
GIMME XP—Gives 10,000 XP
YAN—Gives +10 Dexterity
DAWN—Gives +10 Charisma
LAUREANO—Gives +10 Wisdom
CALLAHAN—Gives +10 Strength
NESTINE—Gives +10 Constitution
JAUREGUI—Gives +10 Intelligence
RIKSTORE—Gives 1,000,000 Gold
HOPPENST—10 Warp Stones
WRIGHT—10 Globe Potions
ROMANO—10 Thrown Axes of Ruin
SMITH—10 Pyrokins
HOWARD—10 Thrown Viper Axes
NBRATHWAIT—10 Thrown Hammers
MORELL—10 Thrown Daggers
SPANBURG—10 Tomes of the Master
MEFFORD—10 Tomes of the Teacher
PAQUIN—10 Tomes of Lessons
MILLER—10 Rods of Missiles
WHITTAKE—10 Rods of Reflection
PRASAD—10 Thrown Halcyon Hammers
DINOLT—10 Rods of Shadows
BELL—10 Thrown Daggers of Stunning
WEBER—10 Fire Bombs
THOMPSON—10 Large Healing Potions
GEE—10 Large Will Potions
DERISO—10 Insect Plagues
CRAWLEY—10 Holy Waters
BROPHY—10 Fire Flasks
EHOFF—10 Fiery Oils
SHAZAM—10 Acid Flasks
THOMAS—10 Berserk Brews
UHL—10 Potions of Haste
SPINRAD—10 Potions of Antivenom
UARMAN—10 Rods of Fire
AUSTIN—10 Rods of Destruction
BILGER—10 Tomes of Apprentice
ESKO—10 Flash Freezes
ELSON—10 Thunderstones
\P_BASS—10 Keys
YASMIN_G—Gives 10 each of Tomes of Lessons, Pupil and Teacher
MPS_LABS—Unlocks Nightmare difficulty
CREDITS—Plays credits
\CONCEPTS—Concept art slide show
K4RLNOM3—Shows a designer on main loading screen
YOSHIDO—Plays dog video

DYNASTY WARRIORS 3

Secret Codes
Enter any of the following codes at the main menu.
Unlock all Shu characters—**White, Black, X, Y, White, Right Trigger, Left Trigger, Black**
Unlock "Opening" item in Options—**X, Black, Y, White, L, R, White, White**
Unlock all Sound Test BGMs—**Left Trigger, White, Y, Right Trigger, White, Black, X, Y**

ENTER THE MATRIX

Cheat Codes
Select "Hacking" from the main menu. (You must have a previously saved game on your memory card to access the Hacking option.) At the "A:\>" prompt, enter "CHEAT.EXE" and hit the "Return" button; a message will confirm that you are in cheat mode. To enter each of the following codes, you must input "CHEAT" and a space, then the cheat code (e.g. "CHEAT 0034AFFF") followed by a Return, or you can simply select "CHEAT" from the Command List menu, then enter the code and hit Return. A message will appear to confirm each time you enter a code correctly.
0034AFFF—All weapons unlocked
1DDF2556—Infinite ammo
69E5D9E4—Infinite Focus
7F4DF455—Infinite health
13D2C77F—Unlock Bonus Test Level
FFFFFFFF1—Invisibility (enemies can't see you)
D5C55D1E—Multiplayer Fighting
7867F443—Faster Logos Flight Speed

ESPN NFL 2K5

Cheat Codes
Choose "Features" from the main menu, then select "VIP" and access the "Manage" option. Choose your profile (or select a new profile if you don't want to screw up your normal save), then select "Edit Name" and enter any of the following codes as your name (note the capital and lowercase letters).
PhatBank—1,000,000 Crib Credits
MadSkills—All milestones complete/all catalogs unlocked
CribMax—All Crib items purchased

The effects of each code will remain in place if you edit the name again, you can even restore your original profile name after entering all three codes.

FANTASTIC 4

Cheat Codes
Enter any of the following codes at the main menu. You'll hear a sound to confirm each time you enter a code correctly.
Unlock Hell bonus level in the Bonus menu—**Right, Right, X, B, Left, Up, Down**
Unlock Barge Arena in Survival Mode and Stan Lee Interview #1 in Unlockables—**X, B, X, Down, Down, B, Up**
Infinite Cosmic Power—**Up, X, X, X, Left, Right, B** (note: although this code will generate the confirmation sound, its effects may not appear unless you start a game and quit, then enter the code and choose the "Continue" option)

FIGHT NIGHT: ROUND 2

Unlock Fabolous
Select "Create Champ" from the main menu. Select any profile or create a new one, enter "GETFAB" as the character's first name and exit Create Champ mode. Fabolous will now be unlocked in Pay Now and Career modes.
Unlock All Venues
Select "Game Modes" from the main menu, then press and hold **Left** on the D-pad at the mode select menu for three seconds. A bell sound will confirm correct code entry.
Tiny Fighters
At the "Select Venue" screen, press and hold **Up** on the D-pad for three seconds. A bell sound will confirm correct code entry.

FINDING NEMO

Level Select
At the main menu, press **Y, Y, Y, X, X, B, X, Y, B, X, Y, X, Y, X, Y, B, Y, Y**. The word "Cheat" will appear on the screen to confirm. A new "Cheat" option will appear if you pause the game between levels, select "Open Levels" and turn it "on" to unlock all of the levels.

FLATOUT

Cheat Codes
When creating a new profile, enter one of the following cheat codes at the name entry screen. When entered correctly, the cheat code will disappear, allowing you to enter another code or your name.
GIVECASH—Start with $40,000
GIVEALL—Unlock all cars and races
RAGDOLL—Throw driver at any time by pressing the Gear Up button

FULL SPECTRUM WARRIOR

Cheat Codes
Select "Extra Content" from the main menu, then select "Cheat Codes" and enter any of the following codes. Note: You may need to complete the MOUT Course before you can see the effects of some of the codes.
MERCENARIES—Unlimited ammunition
SWEDISHARMY—Realistic damage
NICKWEST—Big head
HA2P1PY9TUR5TLE—Unlock official U.S. Army training mode

FUTURAMA

Cheat Codes
Enter any of the following codes at any time during gameplay (not while paused).
Invincibility—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black, Y, BACK**
Max ammo—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black**, release **Right Trigger**, press **B**, hold **Right Trigger**, press **BACK**
Max Special Move charges—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black**, release **Right Trigger**, press **X**, hold **Right Trigger**, press **BACK**
Extra lives—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **BACK**
Refill health meter—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black**, release **Right Trigger**, press **Y**, hold **Right Trigger**, press **BACK**
Unlock movies, music and gallery pictures—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black, B, BACK**

FUZZEE FEVER (Xbox Live Arcade)

Unlock All Levels

At the Select Mode screen, highlight "Puzzle" and press **Left Trigger, Up, Down, Right Trigger, X**. Note: Using this cheat disables the ability to save games

Bonus Levels

To unlock the bonus level in each stage, select your set, then press **Right Trigger, X, Y, Down, Right Trigger**. Note: You will still need to complete all of the levels in each set in order to access the bonus level

GOBLIN COMMANDER: UNLEASH THE HORDE

Cheat Codes

At the main menu, press and hold **Right Trigger + Left Trigger + Y + Down** on the D-pad. After three seconds, the words "Cheats Codes Enabled" will appear on the screen. Now you can enter any of the following codes.

All Level Access—**Y, Y, Y, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Y, Y, Y**. After this code has been entered, select "Campaign" and choose the profile named "Bling."

God Mode for Team 1—**Right Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Left Trigger, Y, Right Trigger**

Auto Win—**Right Trigger, Right Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Y, Y, Y**

Gold + 100—**Left Trigger, Right Trigger, Right Trigger, Right Trigger, Right Trigger, Right Trigger, Left Trigger, Y, Left Trigger, Left Trigger, Left Trigger**

Souls + 100—**Right Trigger, Left Trigger, Left Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Y, Right Trigger, Right Trigger, Right Trigger**

1,000 Gold, 1,000 Souls—**Right Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Y, Y, Y, Left Trigger, Left Trigger**

Fog of War—**Right Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Left Trigger, Y, Y, Left Trigger, Right Trigger**

50% Game Speed—**Left Trigger, Left Trigger, Left Trigger, Left Trigger, Left Trigger, Y, Y, Y, Y, Right Trigger**

200% Game Speed—**Right Trigger, Right Trigger, Right Trigger, Right Trigger, Right Trigger, Left Trigger, Y, Right Trigger, Right Trigger, Right Trigger**

GOLDENEYE: ROGUE AGENT

"Extras" Screen Codes

Choose "Extras" from the main menu, then enter any of the following codes at the Extras menu.

Unlock all levels in Campaign and multiplayer modes—**Down, Right, Down, Right, Up, Down, Up, Left**

Unlock One Life mode—**Left, Down, Up, Right, Up, Right, Left, Down**

Paintball mode (multiplayer)—**Right, Left, Right, Left, Down, Down, Up, Up**

Unlock all skins (multiplayer)—**Down, Left, Up, Left, Right, Down, Left, Up**

Turn off GoldenEye powers (multiplayer)—**Up, Up, Down, Left, Right, Right, Left, Down**

Pause Menu Codes

At any time during the game, press **START** to pause, then enter any of the following codes at the Pause menu.

Full health and armor—**Right Trigger, Right Trigger, Black, White, Black, Right Trigger, Left Trigger, Black**

Unlock all GoldenEye powers—**Left Trigger, Left Trigger, Black, Black, Right Trigger, Black, Left Trigger, White**

Full GoldenEye power—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, White, White, Black, Right Trigger, White**

GRAND THEFT AUTO: SAN ANDREAS

Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Some of the codes cannot be deactivated once you've turned them on, you must reset the Xbox in order to restore the game to normal. **Do not save your game after entering codes**, if you do, the codes may be permanently activated in your save file and your save file may become corrupt. Activating cheats will lower your in-game ranking. Also, some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. Activating certain codes may prevent other codes from being activated. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive.

Full health, body armor and $250,000, repair damage to current vehicle—**Right Trigger, Black, Left Trigger, A, Left, Down, Right, Up, Left, Down, Right, Up**

Weapons Set 1 (Brass Knuckles, Baseball Bat, Handgun, Shotgun, Uzi, AK-47, Rifle, Rocket Launcher, Molotov Cocktails and Spray Can)—**Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up**

Weapons Set 2 (Knife, Handgun, Sawn-Off Shotgun, Tec-9, M4 Carbine, Sniper Rifle, Flamethrower, Grenades and Fire Extinguisher)—**Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Left**

Weapons Set 3 (Chainsaw, Silenced Handgun, Combat Shotgun, MP5, M4 Carbine, SAM Missile Launcher and Satchel Charges)—**Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Down**

Unlimited ammunition—**Left Trigger, Right Trigger, X, Right Trigger, Left, Black, Right Trigger, Left, X, Down, Left Trigger, Left Trigger**

"Wanted" level +2—**Right Trigger, Right Trigger, B, Black, Left, Right, Left, Right, Left, Right**

"Wanted" level 6—**B, Right, B, Right, Left, X, A, Down**

"Wanted" level 0—**Right Trigger, Right Trigger, B, Black, Up, Down, Up, Down, Up, Down**

Lock "Wanted" level at the current number of stars—**B, Right, B, Right, Left, X, Y, Up**

Invulnerable to melee attacks and some types of weapons—**Down, A, Right, Left, Right, Right Trigger, Right, Down, Up, Y** (Note: Your game may crash if you trigger a cutscene while this code is active)

Super punching ability—**Up, Left, A, Y, Right Trigger, B, B, B, White**

Super high jump ability—**Up, Up, Y, Y, Up, Up, Left, Right, X, Black, Black**

Infinite lung capacity (never drown)—**Down, Left, Left Trigger, Down, Down, Black, Down, White, Down**

CJ never gets hungry—**X, White, Right Trigger, Y, Up, X, White, Up, A**

CJ never gets hungry (same as above)—**Up, Down, Down, Left, Right, Left Trigger, Left Trigger, White, Right Trigger, Right Trigger, Black**

Max gun weapon skills—**Down, X, A, Left, Right Trigger, Black, Left, Down, Down, Left Trigger, Left Trigger, Left Trigger**

Maximum vehicle skills—**X, White, A, Right Trigger, White, White, Left, Right Trigger, Right, Left Trigger, Left Trigger, Left Trigger, Left Trigger**

Maximum respect—**Left Trigger, Right Trigger, Y, Down, Black, A, Left Trigger, Up, White, White, Left Trigger, Left Trigger**

Maximum stamina—**Up, A, Y, A, Y, A, Y, A, X, Black, Right**

Maximum stamina (same as above)—**Up, Left, Left, Down, B, X, Left Trigger, Left Trigger, White, Right Trigger, Black**

Maximum muscle—**Y, Up, Up, Left, Right, X, B, Left**

Max gun fat—**Y, Up, Up, Left, Right, X, B, Down**

Minimum muscle and fat—**Y, Up, Up, Left, Right, X, B, Right**

Maximum sex appeal—**B, Y, Y, Up, B, Right Trigger, White, Up, Y, Left Trigger, Left Trigger, Left Trigger**

CJ is instantly wasted—**Right, White, Down, Right Trigger, Left, Left, Right Trigger, Left Trigger, White, Left Trigger**

Fast game clock—**B, B, Left Trigger, X, Left Trigger, X, X, X, Left Trigger, Y, B, Y**

Slower game speed—**Y, Up, Right, Down, X, Black, Right Trigger** (enter this code repeatedly to increase its effect)

Faster game speed—**Y, Up, Right, Down, White, Left Trigger, X** (enter this code repeatedly to increase its effect)

Adrenaline mode (CJ is stronger, game moves in slow motion)—**A, A, X, Right Trigger, Left Trigger, A, Down, Left, A**

Enable drive-by shooting—**Up, Up, X, White, Right, A, Right Trigger, Down, Black, B**

Beach party (all random pedestrians wear beach attire, CJ wears shorts and flip-flops)—**Up, Up, Down, Down, X, B, Left Trigger, Right Trigger, Y, Down**

Circus mode (all random pedestrians are fast food workers and clowns, CJ is dressed as a clown, all random vehicles are hot dog trucks and other funny vehicles)—**Y, Y, Left Trigger, X, X, B, X, Down, B**

Sex Toy mode (more prostitutes and pimps on the streets, CJ is dressed in gimp suit and attracts prostitutes)—**X, Right, X, X, White, A, Y, A, Y**

Ninja mode (all random pedestrians are Asian and carry katanas, CJ gets a katana, most random vehicles are black motorcycles, all randomly-colored vehicles are black)—**A, A, Down, Black, White, B, Right Trigger, B, X**

Country mode (all random vehicles are country vehicles like Ranchers, Tankers, Wayfarers and Freeways, CJ is dressed in overalls and a trucker's cap)—**Left Trigger, Left Trigger, Right Trigger, Right Trigger, White, Left Trigger, Black, Down, Left, Up**

Country mode (same as above)—**Y, Left, X, Black, Up, White, Down, Left Trigger, A, Left Trigger, Left Trigger, Left Trigger**

All random pedestrians are Elvis—**Left Trigger, B, Y, Left Trigger, Left Trigger, X, White, Up, Down, Left**

All pedestrians are gang members—**White, Up, Right Trigger, Right Trigger, Left, Right Trigger, Right Trigger, Black, Right, Down**

Increased gang activity (more groups of gang members on the streets)—**Left, Right, Right, Right, Left, A, Down, Up, X, Right**

Pedestrians have weapons—**Black, Right Trigger, A, Y, A, Y, Up, Down**

Pedestrians riot—**Down, Left, Up, Left, A, Black, Right Trigger, White, Left Trigger**

Pedestrians attack you—**Down, Up, Up, Up, A, Black, Right Trigger, White, White**

Remove nearly all traffic and pedestrians—**A, Down, Up, Black, Down, Y, Left Trigger, Y, Left**

Recruit anyone (A)—**Down, X, Up, Black, Black, Up, Right, Right, Up** (Note: This code allows CJ to recruit anyone, and if the recruited person does not already have a weapon, he or she will be given a Handgun)

Recruit anyone (B)—**Black, Black, Black, A, White, Left Trigger, Black, Left Trigger, Down, A** (Note: This code allows CJ to recruit anyone, and if the recruited person does not already have a weapon, he or she will be given a Rocket Launcher)

Prostitutes pay you instead of taking your money—**Right, White, White, Down, White, Up, Up, White, Black**

All vehicles in the vicinity explode—**Black, White, Right Trigger, Left Trigger, White, Black, X, Y, B, Y, White, Left Trigger**

More aggressive drivers—**Black, B, Right Trigger, White, Left, Right Trigger, Left Trigger, Black, White**

More aggressive drivers (same as above)—**Right, Black, Up, Up, Black, B, X, Black, Left Trigger, Right, Down, Left Trigger**

All traffic lights remain green—**Right, Right Trigger, Up, White, White, Left, Right Trigger, Left Trigger, Right Trigger, Right Trigger**

Invisible vehicles—**Y, Left Trigger, Y, Black, X, Left Trigger, Left Trigger**

Most random vehicles are sports cars, top speed of land vehicles is increased—**Up, Left Trigger, Right Trigger, Up, Right, Up, A, White, A, Left Trigger**

BMX can bunny hop over massive distances—**Y, X, B, B, X, B, B, Left Trigger, White, White, Right Trigger, Black**

Vehicles are invincible and can instantly destroy anything—**Left Trigger, White, White, Up, Down, Down, Up, Right Trigger, Black, Black**

Cars float away when hit—**X, Black, Down, Down, Left, Down, Left, Left, White, A**

All cars equipped with nitrous—**Left, Y, Right Trigger, Left Trigger, Up, X, Y, Down, B, White, Left Trigger, Left Trigger**

All randomly-colored vehicles are black—**B, White, Up, Right Trigger, Left, A, Right Trigger, Left Trigger, Left, B**

All randomly-colored vehicles are pink—**B, Left Trigger, Down, White, Left, A, Right Trigger, Left Trigger, Right, B**

Cars can fly—**X, Down, White, Up, Left Trigger, B, Up, A, Left**

Cars can drive over water—**Right, Black, B, Right Trigger, White, X, Right Trigger, Black**

Boats can fly for short distances—**Black, B, Up, Left Trigger, Right, Right Trigger, Right, Up, X, Y**

Improved vehicle handling—**Y, Right Trigger, Right Trigger, Left, Right Trigger, Left Trigger, Black, Left Trigger** (with this code in place, you can also press **L3** to make your vehicle jump)

Blooding Banger appears—**Down, Right Trigger, B, White, White, A, Right Trigger, Left Trigger, Left, Left**

Rancher appears—**Up, Right, Right, Left Trigger, Right, Up, X, White**

Hotring Racer #1 appears—**Right Trigger, B, Black, Right, Left Trigger, White, A, A, X, Right Trigger**

Hotring Racer #2 appears—**Black, Left Trigger, B, Right, Left Trigger, Right Trigger, Right, Up, B, Black**

Romero (hearse) appears—**Down, Black, Down, Right Trigger, White, Left, Right Trigger, Left Trigger, Left Trigger, Left, Right**

Stretch limo appears—**Black, Up, White, Left, Left, Right Trigger, Left Trigger, B, Right**

Caddy appears—**B, Left Trigger, Up, Right Trigger, White, A, Right Trigger, Left Trigger, B, A**

Trashmaster appears—**B, Right Trigger, B, Right Trigger, Left, Left, Right Trigger, Left Trigger, B, Right**

Rhino (tank) appears—**B, B, Left Trigger, B, B, B, Left Trigger, White, Right Trigger, Y, B, Y**

Quadbike appears—**Left, Left, Down, Down, Up, Up, X, B, Y, Right Trigger, Black**

Monster truck appears—**Right, Up, Right Trigger, Right Trigger, Right Trigger, Right Trigger, Down, Y, Y, A, B, Left Trigger, Left Trigger**

Tanker appears—**Right Trigger, Up, Left, Right, Black, Up, Right, X, Right, White, Left Trigger, Left Trigger**

Dozer appears—**Black, Left Trigger, Left Trigger, Right, Right, Up, Up, A, Left Trigger, Left**

Vortex (hovercraft) appears—**Y, Y, X, B, A, Left Trigger, White, Down, Down**

Hunter (helicopter) appears—**B, A, Left Trigger, B, B, Left Trigger, B, Right Trigger, Black, White, Left Trigger, Left Trigger**

Stuntplane appears—**B, Up, Left Trigger, White, Down, Right Trigger, Left Trigger, Left Trigger, Left, Left, A, Y**

Hydra (plane) appears—**Y, Y, X, B, A, Left Trigger, Left Trigger, Down, Up**

Infernus (car)—**Left, Right, Left Trigger, White, Right Trigger, Black, Up, Down, Left, Right**

Parachute appears—**Left, Right, Left Trigger, White, Right Trigger, Black, Black, Up, Down, Right, Left Trigger** (press **B** to open the parachute when falling)

Heat wave—**Black, A, Left Trigger, Left Trigger, White, White, White, Down**

Clear weather—**Black, A, Left Trigger, Left Trigger, White, White, White, Y**

Overcast sky—**Black, A, Left Trigger, Left Trigger, White, White, White, X**

Rain—**Black, A, Left Trigger, Left Trigger, White, White, White, B**

Fog—**Black, A, Left Trigger, Left Trigger, White, White, White, A**

Sandstorm—**Up, Down, Left Trigger, Left Trigger, White, White, Left Trigger, White, Right Trigger, Black**

Game clock remains at 00:00—**X, Left Trigger, Right Trigger, Right, A, Up, Left Trigger, Left, Left**

Game clock remains at 21:00—**Left, Left, White, Right Trigger, Right, X, X, Left Trigger, White, A**

GROOVERIDER: SLOT CAR THUNDER

Cheat Codes

Choose "Single Player" from the main menu, then select "Time Trial" and earn a record time on any track. When the "Please Enter Your Name" menu appears, enter your name as "MARK" and return to the main menu. Now select "Options" and you'll find that the "Cheats" option has been unlocked. At the cheats menu, you can change the car speed, select "Unlock Championships" to unlock everything in the game or toggle the "Ghost" option to disable the game's collision detection (doesn't work in Time Trial mode)

See the Credits

Earn a record time in Time Trial mode as described above, then enter your name as "BGM" to see the game's credits

THE HAUNTED MANSION

Cheat Codes

Enter the following codes at any time during gameplay (not while paused).

Invincibility—Hold **Right** on the D-pad and press **X, B, B, B, X, B, Y, A**

Weapon Upgrade—Hold **Right** on the D-pad and press **X, X, Y, Y, B, B, B, A**

Unlock "Level Select" option at the pause menu—Hold **Right** on the D-pad and press **B, B, X, Y, Y, X, B, A**

Skeleton Zeke

At the copyright screen that appears while the game is loading, press **A + B + Y + X** and hold them down until the copyright screen has disappeared. When you start a game, Zeke will be a skeleton

Invisible Zeke

At the copyright screen that appears while the game is loading, press **Left Trigger + Right Trigger + X + A** and hold them down until the copyright screen has disappeared. When you start a game, Zeke will be invisible

HUNTER: THE RECKONING

Secret Codes

At any time during the game—but not while paused—enter the following codes. All direc-

tional commands should be entered with the D pad.
All weapons—**B, Up, Left, Down, Right, B**
Weapons do max damage—**Down, Down, B, Y, Down, Down**
Random female voice sample—**Right, Right, B**
Random male voice sample—**Left, Left, B**

HUNTER: THE RECKONING—REDEEMER

Cheat Codes
Enter the following codes at any time during gameplay (not while paused)
Restore health—**B, B, White, White, White**
Skip the current level—**Black, Left Trigger, Black, Left Trigger, Up, Down, Up, Down**
Unlock Werewolf/Increase Conviction skill—**Y, Y, Y, Y, Up, Down, Up, Down**
Unlock all Special Features—**X, B, X, B, Up, Up, Down, Down**

THE INCREDIBLE HULK ULTIMATE DESTRUCTION

Cheat Codes
Choose "Extras" from the main menu, then select "Code Input" and enter the following codes, if it's a valid code, the corresponding cheat will appear at the bottom of the screen. Note that some cheats can be toggled on or off, while others cannot.
RETRO—Play the game in black & white
HISTORY—Play the game in sepia
SMASH5—Smash Point Bonus—5,000
SMASH10—Smash Point Bonus—10,000
SMASH15—Smash Point Bonus—15,000
BRINGIT—Doubles the value of all health collectibles
CABBIES—All ambient vehicles are taxis
OCANADA—Character: Canadian Flag Shorts
AUSSIE—Character: Australian Flag Shorts
AMERICA—Character: American Flag Shorts
FSHNCHP—Character: UK Flag Shorts
DRAPEAU—Character: French Flag Shorts
DEUTSCH—Character: German Flag Shorts
MUTANDA—Character: Italian Flag Shorts
BANDERA—Character: Spanish Flag Shorts
FURAGGU—Character: Japanese Flag Shorts
The following codes can be entered in the same way, but they will not work until you've accomplished certain goals in the game. Seven of them will work after you find the comic that reveals the corresponding code, while the last two codes have special requirements listed below.
DESTROY—Doubles Hulk's damage values
FROGGIE—Doubles the speed of traffic and makes it more aggressive
PILLOWS—Low gravity
CHZGUN—Replaces all missiles in the Bad Lands with cows
TRANSIT—Replace all traffic with buses
KINGKNG—Replaces all lampposts with inflatable gorillas
SUITFIT—Character: Joe Fixit
CLASSIC—Character: Classic Grey Hulk (Note: This cheat will not work until you have collected all 60 comics)
VILLAIN—Character: Abomination 1 (Note: This cheat will not work until you have finished the game)
There's also one special character who becomes unlocked in the "Buy" menu after you finish the game, but you'll need a whopping 1,000,000 Smash Points to buy him.

THE INCREDIBLES

Cheat Codes
At any time during the game, press the **START** button to pause, then select "Secrets" from the Game Paused menu and enter any of the following codes. Note that some codes will only work when you are playing as one specific character.
UUDDLRLRBAS—Refill health meter
SMARTBOMB—Kill everything within range of Mr. Incredible
SHOWTIME—Refill Mr. Incredible's Incredimeter
FLEXIBLE—Refill Mrs. Incredible's Incredimeter
MCTRAVIS—Infinite Incredi-meter for a limited time
KRONOS—Double damage/blur effect
THEDUDEABIDES—Take less damage for a limited time
GAZERBEAM—Temporary eye beam power
SASSMODE—Speed up gameplay
BWTHEMOVIE—Slow down gameplay
EINSTEINIUM—Big heads
DEEVOLVE—Tiny heads
ATHLETESFOOT—Mr. Incredible's feet leave a blazing trail
INVERTCAMERAY—Invert left/right camera controls
INVERTCAMERAX—Invert up/down camera controls
BHUD—Enable/disable interface graphics

JUICED

Cheat Code
Select "Extras" from the main menu, then select "Cheats." Enter the code "PINT" to unlock all cars and tracks in Custom Mode and all cars and series races in Arcade Mode.
Enable Progressive Scan Mode
At the "Warning" screen, press and hold **A + B + X + Y** for one second. You will be taken to a screen where you will be able to enable progressive scan mode.

LEGENDS OF WRESTLING

Unlock All Wrestlers
At the main menu, quickly press **Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X**. A message will appear to confirm the code.

MACE GRIFFIN: BOUNTY HUNTER

Cheat Codes
At any time during gameplay, equip the Electro-Cosh weapon, then enter any of the following codes. You must enter the codes quickly or they may not register.
Invincibility—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, Y**
Unlimited ammunition—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, X**
Double damage—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, Y**
One-hit kills—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, A, A**
Auto focus—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, A**
Big head—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, B**
Floating camera—**Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, X** (Note: After entering this code, you will be unable to enter any of the above codes and you will need to restart your mission in order to proceed)

MADDEN NFL 06

Madden Codes
A list of "Madden Codes" for *Madden NFL 06* can be found in the *PlayStation 2 Tips* section, these same codes will also work in the Xbox version of the game.

MAJOR LEAGUE BASEBALL 2K5

Cheat Codes
Choose "Save/Load" from the main menu, then select "User Profiles." When the Profiles menu appears, highlight a free slot and select "Create Profile." At the Profile Name entry screen, enter any of the following codes as the profile name. Each code consists of two words separated by a space character, be sure to hold the "Shift" button when entering the first letter of each word.
Old Timers—Unlock all Classic Teams
Gimme Goods—Unlock all Extras
Ima Cheater—Unlock all Cheats

MEDAL OF HONOR: EUROPEAN ASSAULT

Cheat Codes
At any time during gameplay, press **START** to pause, hold **Left Trigger + Right Trigger** and press **Down, A, X, Black, B, A**. You'll see the words "Enter Cheat Code" appear in the upper left corner of the screen. Now enter any of the following codes for the desired cheat. Note: You must enter the above code each time you enter one of the codes listed below.
Invincibility—**White, Black, Y, White, Left Trigger, Left Trigger**
Infinite ammo—**Left Trigger, Y, B, Up, A, A**
100% Adrenaline—**B, Y, Right, X, A, X**
Kill stage nemesis—**Right, Left, Right Trigger, Left Trigger, X, Y**
All Campaign battles—**A, Y, B, Down, A, White** (Note: This code creates three separate profiles on your saved game—one for each of the Recruit, Normal and Veteran difficulty settings—with all of the Campaign battles unlocked within each one.)

MERCENARIES

Cheat Codes
At any time during gameplay, press **BACK** to bring up the PDA, then press **Right Trigger** to scroll over to the "Factions" screen, where you can enter any of the following codes.
Invincibility—**Up, Down, Up, Down, Left, Right, Left, Right**
Infinite ammo—**Right, Left, Right, Right, Left, Right, Left, Left**
Add $1,000,000—**Right, Down, Left, Up, Up, Left, Down, Right**
Unlock all shop items—**Down, Down, Down, Down, Up, Left, Right, Right**
Reset all factions to "Neutral"—**Up, Up, Up, Up, Down, Down, Right, Left**
Unlock all "unlockables" cheats—**Right, Right, Left, Left, Up, Up, Down, Down, Up, Right, Left, Down, Down, Left, Right, Up, Down, Down, Up, Up, Left, Left, Right, Right**
Note: The codes listed below will only work after entering the "Unlock all 'unlockables' cheats" code shown above.
Play as Indiana Jones—**Left, Left, Right, Right, Up, Up, Down, Down**
Play as Han Solo—**Left, Left, Right, Right, Up, Down, Up, Up**
Play as the Ace of Diamonds—**Left, Left, Right, Right, Down, Down, Up, Up**
Play as Hearts card—**Left, Left, Right, Right, Up, Down, Down, Up**
Play as a Deck of 52 member—**Left, Left, Right, Right, Down, Up, Up, Down**
Play as Garret—**Left, Left, Right, Right, Up, Down, Down, Right**
Play as Peng—**Left, Left, Right, Right, Up, Down, Down, Left**
Play as Buford—**Left, Left, Right, Right, Up, Down, Down, Down**
Play as Josef—**Left, Left, Right, Right, Down, Up, Up, Up**
Play as a Mafia heavy—**Left, Left, Right, Right, Down, Up, Down, Up**
Play as an NK Elite—**Left, Left, Right, Right, Down, Down, Down, Up**
Play as an SK Elite—**Left, Left, Right, Right, Down, Down, Up, Down**
Play as a doctor—**Left, Left, Right, Right, Down, Up, Down, Down**
Play as a prisoner—**Left, Left, Right, Right, Down, Down, Down, Down**
Play as an Allied pilot—**Left, Left, Right, Right, Up, Down, Up, Down**

MORTAL KOMBAT: SHAOLIN MONKS

Cheat Codes
Enter any of the following codes at the main menu (where it says "Single Player," "Ko-op" etc.); you'll hear a confirmation sound each time you enter a code correctly.
Unlock Scorpion—In all game modes: Hold **White** and press **X, Up, Left Trigger, Right Trigger, Left, Right, X**
Unlock Sub-Zero—In all game modes—Hold **White** and press **X, Down, Up, Left Trigger, Left Trigger, Up, X**
Unlock *Mortal Kombat II* at the Kontent menu—Hold **White** and press **X, Up, Down, Right, Left, Black, X**

MVP BASEBALL 2005

Cheat Codes
Select "Manage Rosters" from the main menu, then enter the "Create/Edit Player" option and choose "Create Player." Next, enter any of the following names in their respective First Name and Last Name fields. The first three names will unlock certain features, while the remaining names will create players with special characteristics. Note that the latter players will appear in the Free Agent pool; you must sign them to a team in order to see them in action.
Katie Roy—Unlock all MVP Rewards
Neverlose Sight—Unlock St. Patrick's Day jersey for the Boston Red Sox
Benny Lee—Enable scaling of individual limbs at the "Body Build" menu
Keegan Paterson—Short player with fat bat
Jacob Paterson—Short player with fat bat
Isaiah Paterson—Very short player with fat bat
Sean Paterson—Tiny player with fat bat
Avery Larmour—Tiny player with fat bat
Mark Curran—Player with thin, easily-broken bat
Les Kram—Player with thin, easily-broken bat
G Clark—Player with thin, easily-broken bat

NARC

Cheat Codes
Enter any of the following codes at any time during gameplay. Entering the same code a second time will disable its effects.
Invincibility—**Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, A**
All drugs—**Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Thumbstick**
All guns—**Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Thumbstick**
Show stashes—**Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left**
Unlimited ammo—**Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Down**

NASCAR 2005: CHASE FOR THE CUP

Cheat Codes
Enter "Fight to the Top" mode, select "My NASCAR" and enter the "Edit Driver" screen. Enter the following names in their respective First Name and Last Name fields, then press **START** to lock in the name and activate the cheat.
Wal-mart NASCAR—10,000,000 in the Bank
You TheMan—Level 10 and 2,000,000 Prestige points
MakeMe Famous—Rank 1 and 10,000,000 Fan Support
The Intimidator—Unlock Dale Earnhardt
Race Dodge—Unlock Dodge cars
Mr Clean Racing—Unlock Mr. Clean cars
OldSpice Motorsports—Unlock Old Spice cars
Levi Strauss153—Unlock Levi Strauss cars
Getin The Zone—Unlock Auto Zone cars
Dodge Stadium—Unlock Dodge Raceway track
OldSpice Venue—Unlock Old Spice Speedway track
Wal-mart Exclusive—Unlock Lakeshore Drive track
Open Sesame—Unlock all Thunder Plates

NBA JAM

Secret Codes
Choose "User Profiles" at the main menu and create a profile with one of the following names. When you choose that profile, the corresponding cheats will be active.
• Enter "CREDITS" to unlock the secret *NBA JAM* development teams
• Enter "–POINTS" to earn 100,000,000 Jam Points to spend at the Jam Store
• Enter "–LPP–" to unlock all secret characters, secret teams, courts, apparel, cheats and development artwork

NBA LIVE 2005

Cheat Codes
Choose "My NBA LIVE" from the main menu, then select "EA SPORTS Lounge." Now access the "NBA Codes" option and enter any of the following codes. (Note: The "0" character that you see in three of the four codes is the number zero.)
FHM389HU80—Unlock all shoes
PRY1234N0B—Unlock all jerseys
1NVDR89ER2—Unlock all gear
Y1S5S5CZ0E—Earn 50,000 Dynasty Points (note: this code must be entered by selecting "My NBA LIVE" from the Dynasty Central menu in Dynasty Mode)

NCAA FOOTBALL 06

Pennant Collection Codes
Select "My NCAA" from the main menu, then choose "Pennant Collection." Press **Right Thumbstick** to bring up the keyboard interface and enter any of the following codes to unlock the corresponding pennant:
Sic Em—#16 Baylor
Oskee Wow—#63 Illinois
Fight—#160 Texas Tech
Undefeated—#199 1st & 5
Thanks—#200 1st & 15
For—#201 Blink
Registering—#202 Boing
Drills—#203 Brakes
With Ea—#204 Butter Fingers
Tiburon—#205 Crossed the Line
Ea Sports—#206 Cuffed
Touchdown—#207 Extra Credit
In The Zone—#208 Helium
Turnover—#209 Hurricane
Impact—#210 Instant Freplay
Heisman—#211 Jumbalaya
Game Time—#212 Molasses
Break Free—#213 Nike Free
Hand Picked—#214 Nike Magnigrip
No Sweat—#215 Nike Pro
Light Speed—#216 Nike Speed TD
Champs—#217 Pitch It
Going Down—#218 Protection
Elite 11—#219 QB Duel
Quicksand—#220 QB Rocket
Gridiron—#221 Steel Toe
Ncaa—#222 Stiffed
Upset—#223 Super Dive
Football—#224 Take Your Time
06—#225 Thread & Needle
Offense—#226 Tough As Nails
Defense—#227 Trip
Blitz—#228 What A Hit
Sideline—#229 Kicker Hex
Fumble—#273 2004 All Americans
Roll Tide—#274 All Alabama
Woopigsooee—#276 All-Arkansas
War Eagle—#277 All-Auburn
Death Valley—#278 All-Clemson
Go!ry—#279 All-Colorado
Great To Be—#280 All Florida
Uprising—#281 A I-FSU

Hunker Down—#282 All-Georgia
On Iowa—#283 All-Iowa
Victory—#284 All-Kansas State
Geaux Tigers—#285 All-LSU
Raising Cane—#286 All-Miami
Go Blue—#287 All-Michigan
Hail State—#288 All-Mississippi State
Go Big Red—#289 All-Nebraska
Rain Rah—#290 All-North Carolina
Golden Domer—#291 All-Notre Dame
Killer Nuts—#292 All-Ohio State
Boomer—#293 All-Oklahoma
Go Pokes—#294 All-Oklahoma State
Quack Attack—#295 All-Oregon
We Are—#296 All-Penn State
Lets Go Pitt—#297 All-Pittsburgh
Boiler Up—#298 All-Purdue
Orange Crush—#299 All-Syracuse
Big Orange—#300 All-Tennessee
Hook Em—#301 All-Texas
Gig Em—#302 All-Texas A&M
Mighty—#303 All-UCLA
Fight On—#304 All-USC
Wahoos—#305 All-Virginia
Tech Triumph—#306 All-Virginia Tech
Bow Down—#307 All-Washington
U Rah Rah—#308 All-Wisconsin
Bear Down—#311 ARK Mascot
Ramblinwreck—#329 GT Mascot
Red And Gold—#333 ISU Mascot
Rock Chalk—#335 KU Mascot
Rah Rah Rah—#341 MINN Mascot
Hotty Totty—#342 MISS Mascot
Mizzou Rah—#344 MIZZOU Mascot
Go Green—#346 MSU Mascot
Go Pack #349 NCSU Mascot
Go Cats—#352 NU Mascot
Go Carolina—#360 S CAR Mascot
On On Uk—#371 UK Mascot
Go Deacs Go—#382 WAKE Mascot
All Hail—#385 WSU Mascot
Hail Wv—#386 WVU Mascot

NEED FOR SPEED UNDERGROUND

Cheat Codes

Enter any of the following codes at the main menu, you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work

Unlock all Circuit tracks in Quick Race mode—**Down, Right Trigger, Right Trigger, Right Trigger, Black, Black, Black, X**

Unlock all Sprint tracks in Quick Race mode—**Up, Black, Black, Black, Right Trigger, Down, Down, Down**

Unlock all Drag tracks in Quick Race mode—**Right, X, Left, Right Trigger, X, Left Trigger, White, Black**

Unlock all Drift tracks in Quick Race mode—**Left, Left, Left, Left, Right, Black, Right Trigger, White**

NEED FOR SPEED: UNDERGROUND 2

Cheat Codes

Enter the following codes when the words "Please press START to begin" appear at the title screen

$1,000 in Career mode, unlock Mazda RX-8 and Nissan Skyline in Quick Race mode—**Left, Left, Right, X, X, Right, Left Trigger, Right Trigger**

$200 in Career mode—**Up, Up, Up, Up, Left, Right Trigger, Right Trigger, Right Trigger, Down**

Unlock Pro Package performance parts—**Right Trigger, Right Trigger, Left Trigger, Right Trigger, Left, Right, Up, Down**

Unlock Hummer H2—**Up, Left, Up, Up, Down, Left, Down, Left**

Unlock various body parts/graphics—**Right Trigger, Right Trigger, Up, Down, Left Trigger, Left Trigger, Up, Down**

Unlock more body parts/graphics—**Left Trigger, Right Trigger, Up, Down, Left Trigger, Up, Up, Down**

Unlock Best Buy vinyl—**Up, Down, Up, Down, Down, Up, Right, Left**

Unlock Burger King vinyl—**Up, Up, Up, Up, Down, Up, Up, Left**

NHL RIVALS 2004

Secret Codes

Choose "Options" from the main menu, then select "Unlocks" and enter the following codes

BLIBBET—Unlock Microsoft All-Stars
XSNSPORTSWEST—Unlock XSN Sports West All-Stars
XSNSPORTSEAST—Unlock XSN Sports East All-Stars
CUJOWEST—Unlock NHL Rivals West All-Stars
CUJOEAST—Unlock NHL Rivals East All-Stars
AIRHOCKEY—Zero ice friction
DEADBOARDS—No-bounce dasherboards
SHOOTOUT—All Snipers
BRUISERS—All Enforcers
PESTFEST—All Agitators
EVENSTEVEN—All balanced
INVISIBLEMAN—Invisible players
TINYTYKES—Small players
BIGDUDES—Big players
CAFFEINE—Unlimited speed burst
HOWITZER—Big shots
BIGBISCUIT—Big puck
THESTREAK Heavy shot trails
HEAVYPUCK—Gravity

ODDWORLD: STRANGER'S WRATH

Cheat Codes

At any time during the game, plug a second controller into Port 2 on the Xbox, then remove it. Now press **X, X, Y, Y, B, B, A, A** on Controller 1; you'll hear a guitar sound to confirm that the cheat mode is active. Now you can enter the following codes at any time:

Invincibility—**X, Y, A, B, X, Y**

$1,000 Moolah—**Left Thumbstick, Left Thumbstick, Right Thumbstick, Right Thumbstick, Left Thumbstick, Left Thumbstick, Right Thumbstick, Right Thumbstick**

Level Select

When starting a new game, enter "©®®®" as your name. The "Select Level" menu will immediately appear.

OUTLAW GOLF 2

Unlock Everything

Select "Create" from the main menu to start a new profile, then enter "I Have No Time" to unlock all clubs, courses, characters and moves. Be sure to hold the **Left Trigger** to enter the capital letters as needed

Big Head

At any time during gameplay, hold **Left Trigger** and press **B, A, B, Y, Back**. To revert back to a normal head, enter the code again

OUTRUN 2

Cheat Codes

At the main menu, select "OutRun Challenge," then press the **X** button to enter the Gallery. Now choose the "Enter Code" option and enter the following cheats:

DREAMING—Unlock all cars
RADIGA—Unlock all music
DESREVER—Unlock reversed tracks
TIMELESS—Unlock bonus tracks
THEJOURNEY—Unlock all Mission tracks

PIRATES OF THE CARIBBEAN

Cheat Codes

Enter the following codes at any time during gameplay

God Mode ON—**A, Y, X, X, Y, Y, B, Y, X, A**
100,000 God—**A, X, Y, B, Y, B, X, B, B, A**
50 Skill Points—**A, B, Y, X, Y, B, B, Y, B, A**
Reputation Set to Neutral—**A, X, Y, X, Y, B, B, Y, B, A**

PRISONER OF WAR

Secret Passwords

Enter any of the following codes at the "Passwords" screen

FARLEYMYDOG—Unlock everything in the Secrets menu
GERTENGS—Unlock all chapters
ALLTIMES—Be informed of all events in the day

PSYCHONAUTS

Cheat Codes

At any time during the game, hold **Left Trigger + Right Trigger** and quickly enter any of the following codes. If you're fast enough, you'll hear Fred Cruller say, "You cheated!" to confirm each code

Invincibility—**B, White, B, B, Y, Black**
Unlimited lives—**Left Thumbstick, White, White, B, A, Right Thumbstick**
Infinite ammo—**Right Thumbstick, A, Left Thumbstick, Left Thumbstick, Y, B** (Note: The effects of this code won't be apparent until after you earn the PSI-Blast Merit Badge)
All Camp Store items except Psi-ball Colorizer and Dream Fluffs—**Right Thumbstick, B, White, White, Left Thumbstick, Y**
All PSI-Power Merit Badges—**B, B, Y, White, Left Thumbstick, Y**
Lots of Arrowheads—**A, Right Thumbstick, Right Thumbstick White, Y, X**
Max PSI-Rank and all PSI-powers earned by ranking up—**Left Thumbstick, Right Thumbstick, Left Thumbstick, White, B, White** (Note: You still need to get Merit Badges in order to use the powers)

THE PUNISHER

Cheat Code

At the "Profiles" screen, enter "V PIRATE" as your profile name. When you begin a game with this profile, you'll find that all weapons, War Journal entries, Extras and stages have been unlocked

QUANTUM REDSHIFT

Secret Cheats

At the "Select Profile" screen, choose "Create New Profile," then enter "CHEAT" as your profile name. New menu items called "Easter Eggs" and "Cheats" will appear within the "Options" menu. Now you can enter the following codes at the "Enter Cheat Code" screen from within the Cheat menu. Note that each code is case-sensitive

FishFace—Infinite Turbo
ThinkBat—Infinite Shield
RICEitup—Fully upgrade all characters
Nematode—Unlock all characters
headSLAP—Unlock all circuits
zoomZOOM—Unlock all speeds
CHOCchoc—Unlock all easter eggs

RALLISPORT CHALLENGE 2

Cheat Codes

Select "Options" from the main menu, then choose "Credits" and enter the following codes while the credits are rolling. You'll hear a sound effect to confirm each time you enter a code correctly.

Down, Left, Down, Right, Up, Up
Left, Left, Down, Down, Right, Right
Down, Down, Left, Left, Up, Down
Right, Down, Right, Down, Left, Up
Left, Left, Right, Right, Down, Left
Right, Up, Up, Up, Down, Left
Left, Left, Left, Up, Up, Right
Right, Up, Left, Up, Down, Right
Down, Up, Down, Left, Left, Down
Up, Up, Down, Down, Left, Right

Each of these codes unlocks certain vehicles and/or tracks for use in Time Attack, Single Race, Multiplayer or *Xbox Live* mode. If you enter all of the codes, you'll unlock everything in the game. Note that the unlocked items will not be accounted for in your "Unlocks" list at the Options menu. Also note that all of the items you unlock this way will be locked again if you enter Career mode from the main menu

REIGN OF FIRE

Skip Level

At any time during gameplay, press **START** to pause, then press **X, Black, Y, Black, X, White, Y, START**. You'll automatically skip to the next level

Invincibility

At any time during gameplay, press **START** to pause, then press **White, X, Y, Black, X, Y, Black**. You won't see or hear any special confirmation, but the effects will take place immediately after you return to the game.

ROGUE OPS

Cheat Codes

At any time during gameplay, press **START** and enter the following codes while the game is paused

Half damage—**X, X, Y, Y, Left, Left, Right, Right, Y, Y, X, X**
Enemy bullets cause no damage—**Left, Right, Right, Left, X, Y, Y, X**
Invincibility—**Left, Right, Right, Left, Left, Right, Right, Left, Left, Right, Right, Left, X, X**
Infinite ammo—**X, Y, X, Y, X, Y, X, Y, Left, Y, X, Y, X, Y, X**
One-shot kills—**Y, Left, Right, Right, Left, Y, Black, White, Y, X, X**
Unlimited Fly Cam—**Left, Left, Right, Right, White, White, Black, Black, X, X, Y, Y**
Unlimited TOC—**Y, Y, X, X, Left, Left, Right, Right, Left, Black, White, Black**
Skip the current scene—**Black, X, Black, Y, Black, Left, Black, Right, Black, White, White, X, White, Y, White, Left, White, Right, X**

SCALER

Cheat Codes

At any time during gameplay, press **START** to pause, then select "Options" from the Pause menu. Select "Audio," then enter any of the following codes at the Audio menu. Note: The codes must be entered quickly or they won't register

Replenish health—**Right Trigger, Left Trigger, Right Trigger, Left Trigger, Y, Y, X, X, Right Trigger, X**
200,000 Klokkies—**Left Trigger, Left Trigger, Right Trigger, Right Trigger, Y, X, Y**
Infinite Electric Bombs—**Right Trigger, Right Trigger, Left Trigger, Left Trigger, Y, Y, X**

SEABLADE

Cheat Codes

Press **START** to pause the game at any time during gameplay, then enter any of the following codes at the pause screen:

Invincibility—**Right Trigger, Y, Left Trigger, X, X, Right Trigger** (your health meter will deplete, but you won't die when it runs out)

Unlock all missions—**X, Y, Left Trigger, X, Right Trigger, Right Trigger** (after entering this code, exit the game, then continue your Single Player game, highlight "Launch Mission" and move the cursor to the right to reveal Missions 1-39)

SHREK 2

Cheat Codes

At any time during gameplay, press **START** to pause and select the "Scrapbook" option from the Pause menu. Enter any of the following codes at the Scrapbook screen; you'll hear a message each time you enter a code correctly.

Unlock all levels—**Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, Up, Up, Up, Up, Up**
Unlock all bonuses—**Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, Y, A, Y, A, Y, A**
Earn 1,000 gold coins—**Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, A, A, A, A, A**
Refill health meters—**Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, Up, Right, Down, Left, Up**

SID MEIER'S PIRATES!

Cheat Passwords

Enter any of the following passwords as your character's name to activate the corresponding effect. Be sure to include the spaces and proper capitalization.

Bloody Bones Baz—Invincibility
D Gackey—Start the game with a Ship of the Line and a full crew
Bonus Frag—Start the game with three special items: Ostrich Feather Hat, Silk Fencing Shirt and Dancing Slippers

SOLDIER OF FORTUNE II: DOUBLE HELIX

Cheat Codes

At any time during gameplay, press in the **Left Thumbstick** and enter any of the following codes while holding it down. Note that the codes will not work when using the Xbox Live service

God mode on—**B, A, Y, X**
Give all cheat (all weapons)—**X, Y, A, B**
Infinite ammo—**Black, A, Y, White**
Level select—**Black, B, A, White**

SPIDER-MAN 2

Cheat Code

At any time during gameplay, pause the game, enter the Save/Load menu and select "New Game." At the "Enter Name to Start New Game" prompt, enter "HCRAYERT" as your name and select "Enter;" you'll see the name disappear. Now simply back out of the "Enter Name" screen and unpause; you'll warp directly to Chapter 16 with at least 44.38% of the game completed. This code also gives you 200,000 Hero Points, all four Boss Awards, the Web Zip upgrade and six Speed Swing upgrades. You can also enter the code at the "Enter Name" prompt that appears when you load the game without a save file present. Entering the code repeatedly will allow you to rack up additional Hero Points, they won't count toward the 50,000 you need to finish Chapter 16, and they may not appear in the Hero Points total at your "Status" screen, but they'll be there when you enter a Spidey Store.

SPY HUNTER 2

Unlock All Weapons and Missions

At the main menu, press **Left Trigger, Black, White, Right Trigger, Right Trigger, White, Black, Left Trigger**

Unlimited Ammo

At any time during the game, press **START** to pause, then press **Right Trigger, Left Trigger, Black, Black, White, Right Trigger, Left Trigger, Black, White** at the Paused menu

Invulnerability

At any time during the game, press **START** to pause, then press **Left Trigger, Left Trigger, Left Trigger, Black, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Black** at the Paused menu

SPY VS. SPY

Cheat Codes

Choose "Extras" from the main menu, then select "Cheats." Press the **X** button and enter any of the following codes to unlock the corresponding item(s)

ARMOR—Invulnerability
BIGGUNZ—Super damage
NODROP—No dropped items
FAIRY—Permanent Fairy
DISGUISE—All spy attachments
WRKBENCH—All weapons
ANTONIO—All Story maps
PROHAS—All Modern maps
RETROSPY—All Classic maps
MADMAG—All Multiplayer maps
SPYFLIX—All movies
SPYPICS—All concept art
BLINK—Invisible HUD

SRS: STREET RACING SYNDICATE

Cheat Codes

At the main menu, press **Up, Down, Left, Right**
A cheat menu will appear where you can enter the following codes:

S I C K J Z A—Unlock Toyota Supra 3.0L RZ in Arcade Mode
S I C K G D B—Unlock Subaru Imprezza S202 STi in Arcade Mode
I G O T G S T—Unlock Mitsubishi Eclipse GS-T in Arcade Mode
R E N E S I S—Unlock Mazda RX-8
M Y T C G T S—Unlock Toyota Celica GT-S
G O T P O P O—Unlock Police Car in Arcade Mode
L E T M E G O—First three busts are only warnings
F I X I T U P—Free repair
G O R E T R O—Unlock all Vinyls

STAR WARS: BATTLEFRONT

Unlock All Planets in Campaign Mode

After selecting your Era in Campaign Mode, you will enter the planet select screen. Press **X, Y, X, Y** at this screen to unlock all of the planets. A sound will confirm correct code entry.

Small Combatants

When creating a profile, enter "Juk Juk"as the profile name. All of the characters in the game will now be Ewok sized

STAR WARS EPISODE III: REVENGE OF THE SITH

Cheat Codes

Select "Settings" at the main menu, then select "Codes" and enter any of the following cheats
XUCPHRA—Infinite health
KAIBURR—Infinite Force energy
BELSAVIS—Fast Force energy and health regeneration
JAINA—All attacks and Force power upgrades
KORRIBAN—All story missions unlocked
NARSHADDAA—All bonus missions unlocked
TANTIVEIV—All duel arenas unlocked
ZABRAK—All duelists unlocked
COMLINK—All movie clips unlocked
AAYLASECURA—All concept art unlocked
NATHAN G—Turn all in-game text pink
SUPERSABERS—Some characters get huge lightsabers in certain stages
071779—Mini battle droids
021282—Unlock all attack and Force power upgrades, all story missions, all bonus missions, all movie clips, all concept art, all duelists and all duel arenas

STARSKY & HUTCH

Cheat Code

When creating a new profile, enter the name "VADKRAM" on your license plate to unlock all seasons and episodes in Story Mode as well as all Free Roam areas, TV Specials and Locker features

STEEL BATTALION

Unlock Free Mission Mode

Note: This code requires the player to set the Tuner Dial on the *Steel Battalion* controller to specific positions. Unfortunately, the settings on the Tuner Dial are not labeled. For the purposes of explaining the code, we will refer to the individual hash marks around the Tuner Dial as numbers from 0 through 12, starting from the extreme left position. In other words, 0 is straight left, 4 is straight up, 8 is straight right and 12 is straight down.

At the title screen, move the Tuner Dial to the following positions, one at a time, and pause for a second or two at each number position: 1, 9, 7, 9, 0, 9, 0, 6. In other words, set the Tuner Dial in the 1 position, wait a moment, turn the dial clockwise for eight "clicks" to the 9 position, wait a moment, turn the dial counter-clockwise for two "clicks" to the 7 position, etc. When you've entered the code correctly, you'll hear a sound effect to confirm. Now you can select "Free Mission" mode from the main menu, which allows you to play any mission at any difficulty setting with all of the VTs unlocked

THE SUFFERING

Cheat Codes

At any time during gameplay, hold **Left Trigger + Right Trigger + X** and enter any of the following codes. You'll get a confirmation message each time a code has been entered correctly.
Crumpled family picture—**Up, Up, Right, Up**
Crumpled and dirty family picture—**Left, Left, Down, Up**
Crumpled, dirty and blood-soaked family picture—**Left, Down, Left, Down, Left, Down, A**
Bloody Torque—**Up, Down, Left, Right**
Unlock Shrapnel Grenades—**Right, Right, Right, Left, Left, Left**
Unlock Molotov Cocktails—**Down, Down, Down, Up, Up, Up**
Unlock Shotgun—**Left, Left, Left, Down, Down, Down**
Unlock Flamethrower—**Up, Up, Up, Right, Right, Right**
Unlock all weapons and items except Flashlight and Gonzo Gun—**Down, Right, Up, Left, Down, A, Left, Left, Right, Right, A, Down, Up, Left, Right, A**
Unlock all of the above cheats—**Down, Up, Down, Left, Right, Left, A, Up, Left, Down, Right, Up, Right, Down, Left, A, Down, Down, Down, A, A**
Restore health—**Down, Down, Down, A, Up, Up, Down, Up, A**
Refill ammo for selected weapon—**Right, Right, Down, Up, Left, Right, Left, Left, A**
Refill ammo for selected throwing weapon—**Left, Left, Up, Down, Right, Left, Right, Right, A**
Unlock Flashlight—**Up, Left, Down, Right, Up, Right, Down, Left, A**
Unlock Gonzo Gun—**Left, A, A, A, Right, Left, Right, Left, Up, A, A, A, Down, Up, Down, Up, A**
Unlock all maps—**Left, Right, Down, Right, A, Left, Up, Left**
Unlock all documents—**Right, Left, Up, Left, A, Right, Down, Right**
Earn Xombium—**Right, Right, Up, Up, A, Left, Right, A, Right, Up, Right, A**
Clean family picture—**Up, Right, Up, Right, Up, Right, A**
Clean Torque—**Down, Up, Right, Left**
Black & white mode—**Up, A, Left, A, Down, A, Right, A**
HAL-9000 mode—**Left, Left, A, Right, Right, A, Up, Up, A, Down, Down, A**
Commit suicide—**Down, Down, Down, Down**

SWAT: GLOBAL STRIKE TEAM

Unlock All Missions

Choose "Campaign" from the main menu and press **Up, Left Trigger, Down, Right Trigger, Left, Left Trigger, Right, Right Trigger, Up** at the Select Mission menu in Campaign mode or either of the Cooperative modes

TEENAGE MUTANT NINJA TURTLES 2 BATTLENEXUS

Passwords

Choose "Options" from the main menu and select the "Password" option. Enter the following passwords by choosing the letter icons, a confirmation message will appear each time you enter a code correctly.
L S D R R D R—Mighty Turtle (no damage)
R S R L R S M—Infinite shuriken
L D R M R L M—Defense power doubled
S D L S R L L—Offense power doubled
D S R D M R M—Health (eliminates damaging effects)
M R L M R M R—Pizza Paradise (stamina restore items upgraded to Pizza)
D R M S R L R—Self Recovery (stamina meter gradually restores itself)
S D S D R L D—Abyss challenge (don't fall off anywhere)
M R M D R M D—Endurance mode (stamina restore items eliminated)
R D S R M R L—Super Tough mode (enemy defense power doubled)
L R S R D R D—Fatal Blow mode (one hit will kill you)
S L S D R D L—Nightmare (enemies give double damage)
D R S L L S R—Poison effect on Turtles
R L M R D S L—No shuriken
D S L R D R M—Nexus Turtle outfit for Donatello
L M R M D R D—Nexus Turtle outfit for Leonardo
M L M R D R M—Nexus Turtle outfit for Michelangelo
R M S R M D R—Nexus Turtle outfit for Raphael
S R M L D D R—Playmates added to Bonus Materials
M L D S R D M—Honking noise when attacking
S S S M R D D—Toddling mode (weird sound when walking)

TIGER WOODS PGA TOUR 2005

Cheat Codes

Choose "EA Sports Options & Extras" from the main menu, then select "Password" from the Options menu and enter any of the following case-sensitive codes
T H E G I A N T O Y S T E R—Unlock standard courses and all golfers except Justin Timberlake
T H E T E N N E S S E E K I D—Unlock Justin Timberlake
9 1 t r e S T R—Unlock all Adidas sponsorship items for purchase
c g T R 7 8 q w—Unlock all Callaway Golf sponsorship items for purchase
C L 4 5 e t U B—Unlock all Cleveland Golf sponsorship items for purchase
I s f k a j f d—Unlock all Cobra sponsorship items for purchase
F D G H 5 9 7 I—Unlock all Maxfli sponsorship items for purchase
Y J H k 3 4 2 B—Unlock all Never Compromise sponsorship items for purchase
U i t 4 5 T W 6—Unlock all Nike and some Nike TW sponsorship items for purchase
k j n M R 3 q v—Unlock all Odyssey Golf sponsorship items for purchase
R 4 5 3 D r T e—Unlock all PING sponsorship items for purchase
c D s a 2 f g Y—Unlock all TAG Heuer sponsorship items for purchase

TOM CLANCY'S GHOST RECON 2

Cheat Codes

At any time during a single-player campaign, press **START** and select "In-Game Options" from the Start Menu. Now select "Enter Cheats" and enter any of the following codes:
B, B, X, A—Superman active (invincibility)
B, B, X, B—Team Superman active (team invincibility)
B, B, X, Y—Auto Win act vated (complete current mission)
B, B, X, X—Replenish ammunition (can be entered multiple times)

TOM CLANCY'S RAINBOW SIX 3 BLACK ARROW

Invincibility

At any time during gameplay in any mode, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** to become invincible to all attacks

TOM CLANCY'S SPLINTER CELL

Level Select

Enter "LAMAUDITE!! at the name entry screen, you'll begin the game with all levels unlocked

TOM CLANCY'S SPLINTER CELL CHAOS THEORY

Unlock All Levels

Start a new game and enter "COOPA22COOL" as your profile name. Now select "Load Game" and you'll find that all of the missions have been unlocked

TONY HAWK'S UNDERGROUND 2

Cheat Codes

Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes
s t r a i g h t e d g e—Unlock "Perfect Rail" cheat
l i k e p a u l e—Unlock "Always Special" cheat
4 w h e e l e r—Unlock Paulie Ryan
b e d i z z y—Unlock Natas Kaupas
s k u l l e t—Unlock Nigel Beaverhausen
n o v i t o—Unlock Phil Margera
x t r a h e l p—Unlock Ben Franklin, Bull Fighter, Graffiti Tagger, Shrimp Vendor, Jester and Ryan Sheckler
a c c e s s p a s s—Unlock all levels
f r o n t r o w s e a t—Unlock movies

TOTALED

Cheat Codes

Enter any of the following codes during any in-game "Loading" screen. A special message will appear after entering each one correctly
Unlock everything—**Up, Down, Left, Right, A**
Press **Y** to jump during gameplay—**Y, Left, Right, A**
Opponent cars don't drive—**Left, Left, A**
All opponents will try to hit you—**Down, Up, A**
Infinite Nitros—**Right, Left, A**
No Nitros—**Right, Left, Left, A**

TOXIC GRIND

Cheat Codes

At the main menu, hold **Left Trigger + Right Trigger** and enter any of the following codes. You'll hear a special sound effect after entering each code correctly
Unlock all levels—**Down, Up, Left, Left, Up, Right, Right, Right, Left Thumbstick**
Unlock all characters—**Left, Up, Down, Right, Up, Down, Up, Right, Left Thumbstick**
Unlock all bikes—**Down, Up, Right, Right, Right, Right, Right, Left, Left Thumbstick**
Unlock all music—**Right, Right, Right, Right, Right, Right, Up, Down, Left Thumbstick**
Unlock all movies—**Right, Up, Down, Down, Up, Right, Down, Down, Left Thumbstick**

TRUE CRIME: STREETS OF L.A.

Unlock All Upgrades

During gameplay, press **START** to pause and enter the City Map screen (you must be outside). Press **Up, Right, Down, Left, Up, A**. You will hear a confirmation sound if entered correctly. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that all Bonus Missions will be unavailable after entering the code.

Change Car Mass

While driving, press **START** to pause and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass. You will hear a confirmation sound if entered correctly.
Decrease car mass—**Down, Down, Down, A**
Increase car mass—**Up, Up, Up, A**

Unlock Snoop Dogg Missions

During gameplay, press **START** to pause and enter the City Map screen (you must be outside). Press **Right Trigger, Left Trigger, Up, Right, Left, Down, Left Thumbstick, Right Thumbstick, A, X**. You will hear a confirmation sound if entered correctly. Save and exit out of the game. Load the saved game and enter the Mission select screen. Select the Snoop Dogg missions by choosing the Snoop Dogg head icon

TUROK: EVOLUTION

Secret Cheats

At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select feature after you have unlocked it, you must load a previously-saved game from the main menu
S E L O U T—Unlock level select
E M E R P U S—Unlock invincibility
S L L E W G H—Unlock invisibility
T E X A S—Unlock all weapons
M A D M A N—Unlock unlimited ammo
H E I D—Unlock big heads
Z O O—Play Zoo mode

TY THE TASMANIAN TIGER

Secret Codes

Enter any of the following codes at any time during gameplay
All items are marked with vertical lines—**White, Black, White, Black, Y, Y, B, X, X, B, Right Trigger, Right Trigger**
Obtain Kaboomarang, Doomarang, Megarang, Zoomerang, Infrarang, Multirang and Chronorang—**White, Black, White, Black, Y, Y, Y, X, Y, X**
Obtain Frostyrang, Flamerang, Zappyrang and Aquarang—**White, Black, White, Black, Y, Y, X, X, Y, X**

UNREAL CHAMPIONSHIP 2 THE LIANDRI CONFLICT

Cheat Menu

At any time during gameplay, hold **Right Trigger + Left Trigger** and press the **White** button. A cheat menu will appear, allowing you to adjust various in game settings.

WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY

Cheat Codes

Enter any of the following codes quickly at the main menu. If you're not fast enough, they won't register:
Unlock secret characters—Rotate the right analog stick 15 times clockwise or counterclockwise
Unlock all levels—**X, X, X, X, B, B, B, B, Y, Y, Y, Y, X, B, Y**
Unlock each rider's 2nd and 3rd boards—**Up, Up, Left, Left, Right, Right, Down, Down, Up, Left, Right, Down, Up, Left, Right, Down**
Master code (unlock everything + perfect balance)—**Up, Down, Up, Down, Up, Down, Up, Down, Up, Down, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right**

WHACKED!

Secret Cheats

At the main menu, select "Gameshow Mode." Next, create a new profile using any of the following names to unlock the corresponding items
A R O U N D D A W O R L D—Unlock all arenas, weapons, and Theater items
F O O D F I G H T—Unlock all characters and Theater items

WWE WRESTLEMANIA XXI

Cheat Code

At the main menu, enter the following code to unlock all items in the WWE Shop. Press **Left Trigger + Right Trigger** simultaneously, then press **White + Black** simultaneously, then hold **A + B + X + Y** and press **START**. Note that after you play a match, the shop will return to its former state and you'll have to enter the code again

YU-GI-OH!: THE DAWN OF DESTINY

Rare Cards

At the main menu, select "New Game" and enter one of the following codes to obtain the rare monster card listed in each deck. After you have entered the code, select "Build Deck" to locate the rare card within your deck
K O N A M I—Cosmo Queen
H E A R T O F C A R D S—Tri-Horned Dragon
X B O X—Zera the Mant

Game Boy Advance tips

ANIMAL SNAP
Mini-Game
At the title menu, hold the L button and press **Up, Down, Left, Right, Right, Left, Down, Up** A new "Block Blaster" option will appear, allowing you to play the mini-game at any time.

AROUND THE WORLD IN 80 DAYS
Passwords
B H G G—Day 1: London, England
C J G D—Day 3 Paris, France
D C H J—Day 18 Train
F S H J—Day 20: Turkey
G K M N—Day 25 India
H L S N—Day 25 India (Wanted!)
J M B J—Day 40 China
K N Q N—Day 61: San Francisco
M Q G G—Day 61: Train
L P G G—Day 61 The Old West
N R G G—An Old Foe
P S G G—Ending + credits

BACKTRACK
Cheat Codes
At any time during a single-player game, press **SELECT** to access the Game Menu, then press **L, Right, B, L, R, Left** to access the BSBODSOM computer terminal Highlight "CLI 'Password Required'" and press **A**, then enter any of the following cheat passwords.
H E A—200 health
G O D—Invincibility
W E A P—All weapons
A M M O—Max. ammo for all weapons
A R M—Max armor
K E Y—All keys
M O N—Enemies are shown on map as gray dots
F R E—Freeze all enemies
C O O R—Display coordinates on screen

BARBIE AS THE PRINCESS AND THE PAUPER
Passwords
Preminger, Wolfie, Erika, Serafina—Level 1-2
Woflie, Preminger, Serafina, Preminger—Level 1-3
Preminger, Woflie, Serfaina, Wolfie—Level 1-4
Serafina, Wolfie, Erika, Preminger—Boss 1
Princess Anneliese, Preminger, Wolfie, Erika—Level 2-1
Preminger, Princess Anneliese, Wolfie, Erika—Level 2-2
Preminger, Serafina, Preminger, Erika—Level 2-3
Serafina, Erika, Preminger, Wolfie—Level 2-4
Preminger, Erika, Serafina, Wolfie—Boss 2
Wolfie, Preminger, Wolfie, Erika—Level 3-1
Serafina, Preminger, Erika, Serafina—Level 3-2
Erika, Wolfie, Serafina, Princess Anneliese—Level 3-3
Erika, Serafina, Erika, Preminger—Level 3-4
Preminger, Serafina, Princess Anneliese, Serafina—Boss 3
Wolfie, Serafina, Preminger, Serafina—Level 4-1
Preminger, Serafina, Princess Anneliese, Preminger—Level 4-2
Wolfie, Serafina, Erika, Serafina—Level 4-3
Serafina, Preminger, Wolfie, Preminger—Level 4-4
Erika, Serafina, Princess Anneliese, Wolfie—Boss 4
Erika, Princess Anneliese, Princess Anneliese, Man—Final boss
Princess Anneliese, Serafina, Erika, Wolfie—Arcade level

BATMAN BEGINS
Cheat Codes
During the game, press **START** to pause, then enter these codes at the Pause menu
Enemies can't hit you—**Up, Up, Down, Down, Left, Right, Left, Right**
Super jump—**L, R, L, R, Up, Up, Down, Down**
Super speed—**Right, Right, Right, Left, Left, Left, Up, Down**
Remove interface graphics from the screen—**Up, Down, Up, Down, Up, Down, L, R**

BLADES OF THUNDER
Easy Difficulty Passwords
4 2 6 5—Level 1
7 3 3 2—Level 2
6 5 7 8—Level 3
7 2 1 3—Level 4
8 2 3 4—Level 5
9 3 2 2—Level 6
1 2 7 9—Level 7
5 6 8 2—Level 8
3 2 1 1—Level 9
9 5 9 8—Level F
Medium Difficulty Passwords
6 9 3 2—Level 1
3 6 8 2—Level 2
5 8 9 2—Level 3
4 4 6 8—Level 4
1 1 2 7—Level 5
9 9 0 2—Level 6
2 3 3 2—Level 7
8 6 5 8—Level 8
7 7 4 5—Level 9
1 8 8 4—Level F
Hard Difficulty Passwords
1 9 7 9—Level 1
2 0 3 4—Level 2
7 8 0 9—Level 3
6 7 7 6—Level 4
9 0 5 4—Level 5
4 3 1 1—Level 6
8 2 8 2—Level 7
2 4 6 8—Level 8
1 4 1 0—Level 9
9 8 6 4—Level F

CHARLIE AND THE CHOCOLATE FACTORY
Unlock All Adventure Levels and Mini-Games
At the "Select Game Type" menu, press **Left, Right, L, R, START, SELECT**; you'll hear a buzzing sound to confirm the code Now select "Adventure" and press **SELECT** to unlock all of the levels in Adventure mode, or select "Mini-Games" and press **SELECT** to unlock all of the Mini-Games.

DAREDEVIL
Password
4 1 T K 1 S 6 Z N G V—Start on the final stage with nine lives and all Secrets unlocked

DK: KING OF SWING
Secret Passwords
At the title screen—while the words "Press Start" are flashing—hold **Up + L + B** and press **A**. You'll hear a chime and a Password menu will appear where you can enter the following codes
5 5 8 6 0 3 2 7—Unlock "Climbing Race 5" Jungle Jam event
3 5 8 0 5 2 2 5—Unlock "Obstacle Race 4" Jungle Jam event
6 5 9 4 2 9 2 2—Unlock "Attack Battle 3" Jungle Jam event

E-READER
See the Credits
At the title screen—when the words "Press A Button" appear—press **SELECT** to see the names of the people who created the e-Reader

ED, EDD N EDDY: JAWBREAKERS!
Cheat Codes
Enter each of the following codes at the title screen, while the words "PRESS START" are bouncing past. You'll hear a blubbering sound to confirm each time you enter a code successfully. The level select option will appear under "Game Cheats" at the main menu
Level select—Hold the L button and quickly press **Left, Left, Right, Down, Down, Up, Right**
All characters have jetpacks—Hold the L button and quickly press **Left, Up, Right, Down, Left, Left, Up**
All pickups—Hold the L button and quickly press **Left, Left, Down, Right, Right, Up, Left**
All protect (invincibility)—Hold the L button and quickly press **Left, Down, Down, Right, Right, Left, Down**

THE FAIRLY ODDPARENTS: ENTER THE CLEFT
Password
Country Boy, Country Boy, Country Boy, Country Boy, Vicky—All stages cleared

FROGGER'S ADVENTURES 2: THE LOST WAND
Secret Levels
At the main title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, you'll hear a signal to confirm. With this code in place, press the **R** button at the main menu to access a new set of secret levels called "Magician's Realm."

GRADIUS GALAXIES
Power-Up
At any time during the game, press **START** to pause, then press **Up, Up, Down, Down, L, R, L, R, B, A**. When you unpause, your ship will be equipped with the highest level of all power-ups. Note This code can only be used once per game

GRAND THEFT AUTO
Stage Select
At the main menu, press **Left, Right, Up, Down, L, R** (you'll hear a chime), then hold the **START** button and press **A**. A new "Pick Level" option will appear at the bottom of the main menu After entering this code, you can also press **B** at the main menu to view the game's credits
Cheat Codes
At any time during the game, hold **A + B** and press **START**; you'll hear a signal and the words "Cheat Mode On" will appear on the screen, and your character's coordinates will also be displayed Now you can enter any of the following codes during gameplay (not while paused)
Left, Right, Up, Down, B, B—Max. health
Left, Right, Up, Down, A, L—Max armor
Left, Right, Up, Down, A, A—All weapons
Left, Right, Up, Down, L, L—Earn $15,000
Left, Right, Up, Down, R, A—"Wanted" level +1
Left, Right, Up, Down, A, R—"Wanted" level -1
Left, Right, Up, Down, R, R—Toggle max "Wanted" level/zero "Wanted" level

GUNDAM SEED: BATTLE ASSAULT
Password
W L J K 7 S D 0 S—Unlock all Mobile Suits and Very Hard difficulty setting

HOT WHEELS VELOCITY
Passwords
496-93-993—Unlock all cars
723-83-462—Unlock everything

ICE AGE
Passwords
M F K R P H—Art Gallery
M T T Q B B—Unlock all levels

THE INCREDIBLE HULK
Level Skip
Press **START** at any time to pause the game, then press **Down, Right, Down, Right, Left, Left, Up** to skip the current level

THE INCREDIBLES
Level Select
Enter the password "Y C P 6" You'll be sent back to the main menu, where you'll see some numbers in the lower right corner of the screen Use the **L** and **R** buttons to change the number to that of the level where you wish to begin

IRIDION II
Cheat Passwords
Choose "Password" from the main menu and enter any of the following codes.
4 R C 8 !—Unlock Arcade Mode, Challenge Mode, Gallery and Credits
G 4 X !—Unlock Jukebox
C H 4 L L—Unlock Arcade Mode, Challenge Mode, Gallery, Jukebox and Credits
! S 3 C R 3 T S !—Show the locations of all secrets in Arcade mode
! R 0 T 8 !—Satellites rotate around ship
! B 1 G H 3 4 D !—Large SHN Fighter
! M 1 C R 0 !—Tiny SHN Fighter
! S H 1 P 2 !—Play as the blue SHN Fighter from the game's intro sequence

JAMES POND: CODENAME ROBOCOD
Cheat Codes
To activate the cheat codes in *Codename Robocod*, you must pick up specific items in a specific order without picking up any other items in between. If you consider the first letter of each item, you'll see that the letters will spell out words that can help you to remember the order in which the items must be touched. All of the items listed below can be found on the outside of the castle; for example, you'll see the Cake, Hammer, Earth (globe), Apple and Tap (faucet) on a ledge just above you at the start of a new game
Unlimited lives—Touch the Lips, Ice cream, Violin, Earth and Snowman in that order
Invincibility (not permanent)—Touch the Cake, Hammer, Earth, Apple and Tap in that order
Refill energy—Touch the Penguin, Oil can, Watermelon, Earth and Racket in that order
Passwords
Y 2 4 K Q T V Q C K—Level 1 complete
S 1 5 K P Z P N Q T—Level 2 complete
R 1 2 N P Z P N P Z—Level 3 complete
Q 1 2 N P Z S F T X—Level 4 complete
Q 1 2 L M X T K K T—Level 5 complete
S 6 3 N M X T K N P—Level 6 complete
Y 8 1 M M X X T F J—Level 7 complete
M 1 5 N M X V R D M—Level 8 complete
T 8 1 N M X V R T X—Level 9 complete
S 1 2 M M X R C R X—Level 10 complete
K 4 2 M B N Z B K Q—Level 11 complete
K 4 2 Y B N P N M X—Level 12 complete
M 7 2 L B N X R K T—Level 13 complete

JET GRIND RADIO
Sega Scream
If you press **A, B** or **START** at least eight times during the copyright screen that appears at the start of the game, you'll hear the famous "Sega!" scream at the Sega logo instead of the "singing" version

JURASSIC PARK III: PARK BUILDER
Cheat Code
Start a new game and enter "Bonus-Park" as the name of your park. You'll start the game with $99,000,000 and earn an additional $1,000,000 for exceeding the $50,000,000 mark, giving you a grand total of $100,000,000 before you even start to build

KARNAAJ RALLY
Cheat Codes
Choose an empty save slot at the "Select Career" screen and enter one of the following names to unlock various options
L I G A – I—Unlock Level 2 tracks and vehicles, start with $2,000 cash
L I G A – I I—Unlock Level 3 tracks and vehicles, start with $3,000 cash
L I G A – I I I—Unlock Level 4 tracks and vehicles, start with $4,000 cash
I D R U L E Z—Unlock all tracks and vehicles + bonus race in Career mode
L E P P A—Play as Mr Leppa

KIM POSSIBLE: REVENGE OF MONKEY FIST
Password
Ron, Kim, Kim, Guard, Guard, Guard, Guard—Start new game with all extras unlocked
The password system uses the pictures of the various characters from the TV show The first picture in each box is always Kim If you push **Down** on the D-pad, the remaining characters are shown in the following order: Ron, Shego, Wade, Monkey Fist, Rufus, Draken, Guard

LEGO STAR WARS: THE VIDEO GAME
Cheat Codes
At any time during the game, press the **START** button to pause, then enter any of the following codes.
Powerful blasters—**Down, Down, Left, Right, Down, L**
Speed boost—**Right, Right, Down, Up, Right, L**
Get coins—**L, L, L, Right, Left, R, R, R**
Get a Repair Robot—**Down, Down, Down, Down, L, Right, Down, Right, L**
Play as General Grievous—**START, START, Down, Down, Down, Down, Down, Down**
Play as C-3PO—**START, START, Left, Down, Right, Up, Right, Right**
Play as R2-D2—**START, START, Up, Up, Up, Up, Up, Up**
Play as Jar Jar Binks—**START, START, Down, Left, Right, Down, Left, Right**
Play as a Geonosian (with wings)—**START, START, Right, Down, Right, Down, Left, Up**
Play as a Battle Droid—**START, START, Left, Down, Down, Down, Down, Right**
Play as a Destroyer Droid—**START, START, Left, Up, Right, Down, Right, Up**
Play as Droid on a Hoversled—**START, START, Down, Up, Down, Up, Down, Up**
Play as a Droideka—**START, START, Down, Right, Left, Down, Right, Left**

Play as a Repair Droid—**START, START, Up, Up, Up, Down, Down, Down**
Play as R4-P17 **START, START, Up, Down, Up, Down, Up, Down**
Black light saber, force and blaster fire—**L, L, R, START**
Blue light saber, force and blaster fire—**R, R, R, START**
Green light saber, force and blaster fire—**R, L, R, START**
Purple light saber, force and blaster fire—**L, R, L, START**
Red light saber, force and blaster fire—**L, R, R, START**
Yellow light saber, force and blaster fire—**R, R, L, START**
Strange colors—**L, L, L, Left, Left, R, R, Right, Right, Down, Down, Down, SELECT**
Sheep mode **L, R, L, Down, Up, R, R, Right, Left, Down, Right, Right, SELECT**
View all cutscenes—**R, L, R, R, R, Down, Down, Up, Down, Down, SELECT**
View a random Yoda quote—**Down, L, R, SELECT**

THE LORD OF THE RINGS THE FELLOWSHIP OF THE RING

Duplicate Items
Drop an item on the floor and save the game Reload the game and go to where you dropped the item. Now there are two Repeat this as often as you like

LUNAR LEGEND

Duplicate Items
Equip an item, then unequip it and save the game Reload the game and you'll have the item equipped with a duplicate in your inventory

MARIO & LUIGI: SUPERSTAR SAGA

Bonus Coins
Hit Mario with a hammer to make him mini-Mario Set Luigi's command to High Jump While Luigi is in the air, make mini Mario jump repeatedly to keep him up. You'll get one coin and Luigi will lose one health every time he gets hit. Luigi's health can't go below 1

MONSTER FORCE

Level Skip
At any time during gameplay (not while paused), hold **L + R + A** and press **Up** to complete the current level
Invincibility
At any time during the game, press **START** to pause At the pause screen, hold **L + R + B** and press **Down**, you'll hear a special sound effect to confirm. Now your energy will automatically refill whenever it gets too low Entering the code again will disable it
Secret Characters
At the character select screen, press and hold **L + R + B**, then press **Right** to unlock Mina and Drew
Exit Level
While at the pause screen, you can return to the level-select screen by pressing **L + R + A**.

MONSTERS, INC

Passwords
L R B 1 3 G—Around the House
7 Q C Z B 9—Don't Look Down

MORTAL KOMBAT: DEADLY ALLIANCE

Quick Koins
Choose "Profile" from the main menu, then create a new profile and enter your name as "KWIKKASH " You'll start with 25,000 koins in reserve

MORTAL KOMBAT: TOURNAMENT EDITION

Change Weapon Colors
At the match-up screen before a fight, press any of the following button combinations and hold them down until the battle begins to change the color of your weapons.
Black—Press and hold **Up + L + R**
Blue—Press and hold **Up + A**
Green—Press and hold **Up + L**
Orange—Press and hold **L + R**
Purple—Press and hold **Up + R**
Red—Press and hold **R + A**
Yellow—Press and hold **L + A**

MR. DRILLER 2

Cheat Code
Start a game in Mission Driller mode, then pause the game and press **Down, SELECT, Up, Down, L, R, Down, Up, R, L, Up, A** to earn 10 lives.

NICKTOONS RACING

Cheat Code
At the main menu, hold the **R** button and quickly press **START, SELECT, L, SELECT, START**, you'll hear Stimpy say, "Oh, joy!" if you're fast enough. Now the secret character is unlocked as well as all tracks, cups and difficulty levels

PIRATES OF THE CARIBBEAN THE CURSE OF THE BLACK PEARL

Cheat Passwords
Choose "Continue Game" from the main menu, then enter any of the following cheat codes:
1 M M 0 R T 4 L—Infinite lives
B V L L 1 T Z—Infinite bullets/cannonballs
G 0 0 D 1 3 S—Start with pistol, sabre and triple cannons
S H 3 3 P—Soldiers and pirates turn into explosive sheep as soon as they see Jack
G 3 N 1 V S—More aggressive enemies
C R 3 D 1 T S—See the game's credits
L 1 T T L V N—See a picture of a baby
Stage Passwords
V T T W 8 4 Q 3 N G—Find the five bags of gold
N 1 F 3 P G 7 C ? T—Defeat the merchant vessels
2 W Q 6 Z 8 H 8 0 1—Find the buried treasure
L R W ? 0 9 C 7 X 8—Explore the pirate caves
W K 3 1 J M V Z 1 H—Bring Sightless Sam to Crooked Cove
N G J 3 H 5 P 9 M 6—Find the King's Gold
0 T T Y ? M T S H Q—Defeat the British fleet
T 1 F 5 M 1 8 3 1 Q—Find the corvette
S 3 Y P 1 P ? C 9 2—Find the Dog's Tongue at Dodo Perch
7 W 1 N N X D J Z 4—Find the treasure on Scurvy Beach
N G J V R L T J ? X—Loot the temple on Tum Boom Island
L H W 2 ? S H 5 1 B—Defeat the mysterious pirate ships
W K 3 9 J 6 Z 0 ? H—Rid Crooked Cove of the mysterious pirates
C X X 9 Y H R N G Q—Destroy the fort at Hispaniola
L H W 2 R 9 1 1 B 8—Explore the Aztec temple at Hispaniola
W K 3 7 7 C H T G P—Defeat the Spanish fleet
N G J X ? 5 7 0 V H Defeat the ghost pirate fleet
0 T T 6 T W M ? 8 5—Escort the Governor to meet the Spanish ambassador
T 1 F X 4 J P 3 K C Find the Aztec coin on Dead Man's Eye
6 L 9 G 4 N Z P P C—Bring nine lanterns to the cliff top
S 3 W M Q 6 J T 6 F—Battle the Black Pearl at the Isla de Muerta
7 W Z D 5 B 7 G 1 H—Follow the Black Pearl through the caverns
X W S 6 G H ? 3 1 S—Find and defeat Barbossa
L H Y ? H Q 4 W 7 B—Final battle with Barbossa

POPEYE RUSH FOR SPINACH

Password
From the main menu, enter the door marked "Options" and enter the following password:
F 4 B G * X T 5—100% completion

RAMPAGE PUZZLE ATTACK

Password
G J P P N L P T N Q—All stages and characters

RAYMAN ADVANCE

Secret Codes
At any time during gameplay, press **START** to pause the game, then enter any of the following codes. After entering a correct code, you'll hear a special sound effect. You will have to exit the current level to see the effects of the "Unlock all levels" code
99 lives—**Left, Right, Down, Right, Left, R**
Unlock all levels—**Up, Left, Right, Down, Right, L**
Invincibility—**Right, Up, Right, Left, Right, R**
All powers—**Down, Left, Right, Left, Up, L**
25 extra Tings—**R, Up, Left, Right, Left, L**
Infinite Continues
At the "Continue!" screen, press **Up, Down, Right, Left, START** before the timer expires. If you enter the code correctly, the number of remaining continues will remain the same, you can repeat this code each time you run out of lives to continue indefinitely NOTE This code will not work unless the number of continues remaining is three or less.

READY 2 RUMBLE BOXING: ROUND 2

Secret Characters
Enter the following codes at the main menu to unlock the three hidden characters
Michael Jackson—Highlight the word "Arcade," then press **Left, Left, Right, Right, Left, Right**, then **L + R** simultaneously
Rumbleman—Highlight the word "Championship," then press **Left, Left, Right, Left, Right, Right, Left, Right, Left**, then **L + R** simultaneously
Shaquille O'Neal—Highlight the word "Survival," then press **Left, Left, Left, Left, Right, Right, Left, Left, Right**, then **L + R** simultaneously

ROCKET POWER: DREAM SCHEME

Password
B ! P 3 5 6 B T—Unlock all levels

RUGRATS: CASTLE CAPERS

Password
J S J R J K S L X C F J—Unlock all levels

RUGRATS: I GOTTA GO PARTY

Password
Z N F T R J—Unlock all Free Play levels

SCOOBY-DOO 2: MONSTERS UNLEASHED

Password
5 D B Y 3 M T 8—Unlock all areas

SCOOBY-DOO AND THE CYBER CHASE

Cheat Mode
Enter "C H T M D 2" at the Password menu to unlock the following functions.
- Hold **SELECT** and press **R** to skip the current stage
- Hold **SELECT** and press L to have the current character captured by the Phantom Virus
- Hold **SELECT**, then hold **START** to play in slow-motion
- Sound test options will appear at the bottom of the Options menu (press **B** to hear each sound)

Stage Passwords
G L @ D 1 @ T R—Level 2 Roman Coliseum
1 C R 3 3 P 3 R—Boss Monster: The Creeper
S P L @ S H—Level 3 Ocean Chase
J V N G L D V P—Level 4: Prehistoric Jungle
G H @ T R G H L—Boss Monster Gator Ghoul
1 C 3 R @ L L Y—Level 5 Arctic Snow Chase
B S Y D T H 3 C Level 6 Ocean Boardwalk
1 R @ N F Y C 3 Boss Monster Old Iron Face
@ M V Z M 3 N T—Level 7 Video Arcade
P S K Y K 1 D S—Start in the Video Arcade with all items and all CDs available in the University Lab
W H @ D N N 1 T—Ending

THE SIMPSONS: ROAD RAGE

Unlock All Characters, Vehicles and Missions
Choose "Options," then select "Set Password" and input the following Simpsons character icons: Maggie, Willy, Bart, Chief Wiggum, Apu, Moe, Krusty, Barney

SONIC ADVANCE

Play as Sonic w/Tails
Choose "Game Start" from the main menu At the character-select screen, highlight Sonic, then press **Up, Right, Down, Right, L, Right, R, Right, A**. You'll hear a chime to confirm Now you'll be playing as Sonic with Tails following behind you, just like *Sonic the Hedgehog 2* on the Sega Genesis

SONIC BATTLE

Combo Attack Passwords
Play through Story Mode with all of the characters until you get to Emerl's Story While playing as Emerl, enter the Sonic Team building in Central City and you'll be able to use these passwords to unlock Emerl's combo attacks.
7 5 6 1 9—Sonic Combo data card
O T r O I—Tails Combo data card
A h n V o—Rouge Combo data card
y U 3 D a—Knuckles Combo data card
a l o g K—Amy Combo data card
Z A h a n—Cream Combo data card
A r m l a—Shadow Combo data card
t S u e T—E 102 Combo data card
E k T a—Chaos Combo data card

SPACE CHANNEL 5: ULALA'S COSMIC ATTACK

Auto Play Mode
At any time during gameplay, hold **L + R** and press **Up, Left, A, Left, A, Down, Right, B, Right, B**. You'll hear a shout to confirm the code Now the game will play by itself.

SPACE INVADERS

Cheat Codes
Enter the following codes at the title screen, while the words "Press Start" are flashing:
Access cheat menu (stage select/permanent shield)—**B, A, SELECT, SELECT, B, A, Left, Left**
Invincibility in Classic mode—**Left, A, SELECT, SELECT, Up, Up**
Unlock Maniacal skill level—**B, A, Down, B, A, Down, B, Up, SELECT**

SPONGEBOB SQUAREPANTS BATTLE FOR BIKINI BOTTOM

Passwords
From the main menu, choose "Continue" and enter any of the following passwords.
H Y K 3—Level 1-2. Hi Ho Mystery, Away!
Q 6 T 3—Level 1-3 Robot from the Goo Lagoon
B 1 D 3—Level 1-4. Please Please Kelp Me
L 2 F 3—Level 1-5 There Goes the Neighborhood
C X P 5—Level 1-6 Nuts and Bolts
M 5 D 3—Attack of the Steel Squirrel
L 2 5 6—Level 2-2: Gone Jellyfishing
B Y K 4—Level 2-3 Short Circuit
L X T 6—Level 2-4 No Horsing Around
C ? P 6—Level 2-5. New Robotropolis
R ? P 6—Level 2-6. To the Mermalair!
B Y F 4—Star Power
Q 5 P 4—Level 3-1 Around the Way Sponge
H 9 S—Level 3-2: Seanutbutter and Jellyfish
M 9 J X—Level 3-3 Mystery Loves Company
B Y T X—Level 3-4 Hitting the Slopes
R 5 J X—Level 3-5 In-Cog-Neato
B 2 F V—Level 3-6 Robots in the Skies
M 1 F V—Squid Vicious
B 5 F V—Level 4-1 It Came from Rock Bottom
L X F V—Level 4-2 Deep Trouble
H ? S Y—Level 4-3: Escape from Sand Mountain
M 2 J W—Level 4 4 Back to the Seacave
C Y J W—Level 4-5 Industrial Robolution
M 5 S Y—Level 4-6 Plankton's Inner Sanctum
C 2 F W—SpongeBot SteelPants

SPONGEBOB SQUAREPANTS REVENGE OF THE FLYING DUTCHMAN

Password
9 ? ? 9 2 ?—All levels and 100% Doubloons in each level

SPONGEBOB SQUAREPANTS: SUPERSPONGE

Password
Enter the password "W M B T" to select any level

SUPER ARMY WAR

Passcodes
Choose "Code" from the main menu, then enter any of the following codes:
1 2 2 8 4 6—Unlock all battle campaigns
4 4 4 4 4 2—Change all vehicles to modern military vehicles

TACTICS OGRE: THE KNIGHT OF LODIS

Music Mode
At the main menu, select "New Game " When the "Enter Name" prompt appears, enter "MUS C ON" as your name Instead of starting a game, you'll automatically enter a special mode where you can listen to all of the background music in the game

TRON 2.0: KILLER APP

Cheat Codes
At the title screen—when the words "PRESS START" are flashing—enter any of the following codes. You'll hear a sound to confirm each code
Unlock all mini-games—**Left, Left, Left, Left, Up, Right, Down, Down, SELECT**
Unlock all Battle Mode maps—**Up, Down, Up, Down, Up, Down, Up, Left, SELECT**
Unlock all Chips—**Right, Right, Left, Left, Left, Right, Right, Up, SELECT** (note: this code also enables the "Cheats" option at the pause menu)

TUROK: EVOLUTION

Inventory Password
Enter K L 9 8 7 N T 4 6 5 as your Inventory Password to start with lots of weapons and ammo.

WARIO LAND 4

Karaoke Mode
Enter the Sound Room, then press **Up + START + SELECT + L + R**. As soon as all five buttons are held down simultaneously, a new "Karaoke" option will appear at the top of the screen. Select this option and you can sing along—in Japanese—to a special hidden CD tune While the song plays, you can use the following commands to modify it:
Tap **Up** repeatedly—Raise pitch
Tap **Down** repeatedly—Lower pitch
Tap **Left** repeatedly—Slow down
Tap **Right** repeatedly—Speed up
Press L or R—Toggle vocals on/off

THE WILD THORNBERRYS MOVIE

Password
H B 5 F—Unlock all stages in Story Mode

WOLFENSTEIN 3D

Secret Codes
Press **START** at any time during the game to pause, then enter any of the following codes at the Options menu.
All weapons and keys for the current level/refill health and ammo—Hold **L + R** and press **A, B, B, A, A, A, A, A**
Invincibility—Hold **L + R** and press **A, A, B, A, A, A, A, A**
Skip to the next floor—Hold **L + R** and press **A, B, A, A, B, B, B, A** (enter this code in the first level to play a secret stage)
Skip to 9th floor—Hold **L + R** and press **A, B, A, A, B, B, A, A**

Nintendo DS tips

ADVANCE WARS: DUAL STRIKE

Unlock Additional Battle Maps
Insert either of the *Advance Wars* Game Boy Advance games into the GBA cartridge slot of your DS before powering on the system to play *Advance Wars: Dual Strike*. Select "Battle Maps" from the main menu and you'll find that additional maps are available. If you have *Advance Wars* inserted, you can purchase the Hachi's Land, Neli's Land and Advance Warpaper Battle Maps. If you have *Advance Wars 2: Black Hole Rising* inserted, you'll be able to purchase the Sturm's Land, Lash's Land and Advance Warpaper 2 Battle Maps. Each of these maps can be purchased for only one point.
Unlock Advance Wars Custom Map
At the System Menu screen, choose "Design Room," then select "Map" and immediately hold down the **L** and **R** buttons while the screen fades out. A special pre-made map will appear with terrain that spells out "Advance Wars."

FEEL THE MAGIC: XY/XX

Unlock Items
To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When the *Feel the Magic: XY/XX* game loads, a message will appear on the screen to confirm what has been unlocked.
Insert *Puyo Pop* cartridge—Unlock Maniac Head Piece 19
Insert *Sonic Advance* cartridge—Unlock Maniac Head Piece 17
Insert *Sonic Battle* cartridge—Unlock Maniac Head Piece 21
Insert *Sonic Pinball Party* cartridge—Unlock Maniac Head Piece 20
Disappearing Bikini
Select "Option" from the main menu, then select the Japanese language setting. Exit from the Option menu to the main menu and you'll find that the bikini has been removed from the female silhouette.
Sample Your Voice
Press **Down** + **Y** at the title screen, then speak into the microphone while the recording icon is blinking at the bottom of the lower screen. The sound you recorded will now play randomly as part of the music at the title screen. Press **Down** + **X** to trigger the recording on command, press **Down/Left** + **X** to play it at a slower speed or press **Down/Right** + **X** to speed it up.

KIRBY: CANVAS CURSE

Secret Characters
• Waddle Dee Ball—Finish the game once. When you start a game from the same file, Waddle Dee will be revealed as a new playable character. He only has four hit points, and cannot obtain powers. He's also much lighter than Kirby.
• Dedede Ball—After you unlock the Waddle Dee Ball, you can buy the Dedede Ball in the Medal Swap for 20 medals. He has seven hit points, and swings a hammer when you tap him. He also cannot obtain powers. He's much larger and heavier than Kirby.
• Meta Knight Ball—After you unlock the Dedede Ball, you can buy him in the Medal Swap for 25 medals. He only has three hit points. He's much lighter than Kirby, but he's slightly stronger.
• Waddle Doo Ball—After you've beaten the game at least once, insert *Kirby and the Amazing Mirror* or *Kirby: Nightmare in Dreamland* into the Game Boy Advance cartridge slot of your DS. When you start a game of *Kirby: Canvas Curse*, Waddle Doo Ball will be available. An alternative way to unlock him is to beat the game with all four of the other characters. He has five hit points and the Beam ability. He can't obtain any other powers.
Jump Game Medal
The Jump Game unlocks in the Game Select menu after you beat the game with every character. If you manage to launch Kirby 1,500 meters, you'll land right on top of a medal, which is sitting on the course. The best way to launch Kirby this far is to preserve enough ink so you can draw a second ramp when Kirby is already in the air.

NINTENDOGS

Extra Treats
When you're training your dog to learn tricks, a yellow light bulb will appear over its head. You can grab the light bulb and feed it to your dog like a treat! You might also notice that sometimes a yellow bone will appear if you've been petting your dog a lot. You can feed this to it, too.
Constant Walks
Usually you can only walk your dog every half-hour. However, there is a trick that you can use to get around this limitation: Walk your dog to the park, then switch one of its accessories. The game will automatically save. Turn off the game and you can take your dog for a walk again immediately! This is a great way to increase your chances of finding rare presents.
Mystery Presents
When walking your dog, sometimes you'll see a present just lying on the sidewalk. Your dog will only pick it up if you notice the present and jerk your pooch in the direction of the present. These presents are usually better than the ones that are already marked by Question Marks on the map.

PING PALS

Special Holiday Items
Play the game on the following dates (or change the date at the DS Clock menu to the date indicated) to unlock the corresponding item in the Shop.
Birthday hat—Play on the date that you specified as your birthday in the DS User menu
Valentine (boy)—Play on February 14th
Valentine (girl)—Play on February 14th
Snowflake sweater—Play on March 17th
Bat Treats—Play on October 31st
Jack hat—Play on October 31st
Succubus—Play on October 31st
Elf skirt—Play on December 25th
Jolly suit—Play on December 25th
Merry cap—Play on December 25th
"Miss" Month—Play on the 1st of the month
"Mr." Month—Play on the 15th of the month
Unlock Shantae Background
At the main DS menu (before you start to play *Ping Pals*), select the DS icon at the bottom of the screen to enter the system settings menu. Select the clock/calendar icon, then change the current time to 23:59 or earlier. Now turn on the DS and watch the seconds hand of the clock on the upper screen at the main DS menu. When the clock reaches midnight (00:00), you'll hear a chime, you must tap the "*Ping Pals*/THQ" button (to load the game) at that exact second. When the game starts, check the item shop and you'll find the Shantae Background available for sale.
Hi-Lo Trick
When you lose a round in the Hi-Lo game, exit the game before Snakey takes your coins and you won't lose them.

POLARIUM

Puzzle Passwords
The following puzzle passwords appeared on Nintendo's *Polarium* Web site in Japan. If you enter them by accessing the "Password" option from the Puzzles/Edit menu, you can save them as your own custom puzzles, to solve and to trade with the DS Wireless Link.
Butterfly (Difficulty: B)
1 5 5 5 6 8 7 0 9 1
6 6 7 8 9 7 9 8 8 3
8 7 4 7 0 6 4 9 8 2
Snail (Difficulty: B)
8 1 3 9 4 2 4 8 0 0
9 6 4 6 0 6 2 3 0 0
0 4 5 7 7 4 5 9 4 0
Praying Mantis (Difficulty: C)
3 4 8 0 1 6 5 1 7 1
1 3 2 4 0 1 9 7 7 2
6 5 5 9 6 2 0 1 2 0
Ladybug (Difficulty: A)
9 3 7 9 9 0 7 7 1 2
9 4 7 3 0 4 2 8 2 3
5 9 5 8 3 1 6 3 1 4
Unicycle (Difficulty: C)
1 6 9 8 7 5 5 7 9 2
8 6 2 7 6 0 4 7 9 2
7 9 8 2 2 7 0 1 3 0
Tank (Difficulty: B)
1 1 3 6 0 9 0 1 2 2
1 6 3 1 9 1 0 7 1 2
9 7 5 6 8 8 0 2 8 1
Yacht (Difficulty: B)
1 7 8 9 8 3 4 6 5 0
3 8 1 2 4 9 7 9 1 2
8 0 2 7 1 8 2 3 6 3
Helicopter (Difficulty: A)
0 0 2 2 3 2 2 2 7 2
6 9 6 9 6 8 6 6 8 2
5 6 8 0 2 9 8 8 1 2
Bullet Train (Difficulty: B)
7 4 2 9 4 3 4 4 0 4
8 3 2 9 6 5 7 1 1 0
6 2 4 3 3 0 7 2 2 0
Frog's Egg (Difficulty: B)
5 3 2 7 4 2 8 4 2 1
2 0 6 9 6 9 3 8 2 3
3 7 0 3 1 5 5 2 4 5 2
Tadpole (Difficulty: B)
9 4 6 9 8 6 0 9 6 2
5 8 7 8 0 5 2 7 2 2
6 2 8 9 4 4 0 6 2 0
Frog Legs Grow. (Difficulty: A)
5 1 5 0 0 3 2 4 2 3
8 9 0 8 6 5 6 1 0 4
9 8 3 6 1 9 8 3 0 2
Frog Legs Stretch (Difficulty: B)
0 5 4 0 0 3 2 4 2 3
4 7 2 6 0 5 6 4 3 3
5 9 1 6 1 3 4 6 3 3
A Frog (Difficulty: C)
3 6 7 6 1 1 5 7 1 2
0 2 2 8 2 0 0 8 2 3
0 3 2 8 9 0 2 0 5 1
Deep Sea Fish (Difficulty: B)
7 3 7 7 0 8 7 8 2 3
9 6 9 6 5 2 3 6 0 1
1 4 1 7 7 4 6 4 6 0
Dolphin (Difficulty: B)
3 6 2 7 9 9 3 3 2 3
5 3 8 6 1 6 8 0 2 3
9 4 7 9 7 2 5 9 9 2
Mouse (Difficulty: B)
0 8 5 0 2 8 2 7 9 2
7 0 3 7 3 5 8 5 8 2
8 9 8 2 8 4 9 5 2 0
Whale (Difficulty: A)
5 4 6 3 4 9 5 5 1 4
3 8 5 6 0 8 7 3 0 0
2 8 0 2 5 4 7 9 7 0
Dog (Difficulty: B)
3 2 2 1 8 5 6 8 8 1
7 4 9 2 0 2 9 7 5 2
3 2 7 0 0 9 7 6 3 1
Hurdling: Start (Difficulty: C)
1 5 6 1 3 4 9 5 1 4
6 3 7 4 8 6 7 8 3 3
2 3 3 1 9 3 8 5 4 2
Hurdling: One, Two... (Difficulty: A)
5 1 5 8 4 7 4 8 5 3
5 1 1 0 1 7 2 3 6 2
7 8 5 6 3 9 1 1 4
Hurdling: Run (Difficulty: A)
5 8 9 5 1 9 5 2 1 3
4 8 1 7 1 8 5 2 7 2
7 9 9 2 5 9 7 0 4 2
Hurdling: Stomp (Difficulty: C)
7 2 6 0 3 6 0 6 9 2
7 2 2 5 1 4 2 4 9 2
1 3 5 0 7 9 2 5 6 1
Hurdling: Jump! (Difficulty: B)
9 6 8 0 1 4 2 4 0 3
9 8 0 1 4 4 5 4 1 3
3 8 0 2 8 9 2 5 6 1
It's a Phoenix! (Difficulty: B)
0 1 7 3 4 2 1 2 8 2
5 2 8 1 8 3 6 0 0 4
5 0 9 5 9 4 0 8 2 3

PUYO POP FEVER

Unlock All Gallery Items
Choose "Options" from the main menu, then select "Gallery." At the Gallery menu, highlight "View Cut scenes," hold **X** and press **Up, Down, Left, Right**. All of the cutscenes and the voice samples for all characters will be unlocked.
Endless Puyo POP Character Select/Pattern Change
Select "Endless Puyo POP" from the main menu, then highlight the mode you wish to play and press **Up, Down, X, A**. The character-select screen will appear, allowing you to play as any character in this mode. Also, if you hold **X** while selecting your character, you will be able to play with that character's puyo pattern instead of the "classic" pattern (Ane's pattern). Note that your high scores will not be saved when playing with the character select active.
Single Puyo POP Character Select
Select "Single Puyo POP" from the main menu, then highlight the mode you wish to play and press **X, Down, Up, A**. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Note that no cutscenes will appear and your high scores will not be saved when playing with the character-select active.
Classic Pattern
If you hold the **X** button down while selecting your character in Single or Everybody mode, you will play with the "classic" puyo pattern (Ane's pattern) instead of the pattern of the character you chose.
Everybody Puyo POP Cheat
To force the computer player(s) to lose during a game of Everybody Puyo POP, hold **L** + **R** and press **SELECT**.
Computer Control
In any game mode with a handicap option before the match, if you hold the **SELECT** button down while choosing your handicap, the computer will control your character.
Bonus Pictures
If you play *Puyo Pop Fever* with a copy of the Game Boy Advance version of *Puyo Pop Fever* plugged into the GBA cartridge slot of your Nintendo DS, you'll find extra pictures of the characters in the Gallery under "View Cut scenes."
Microphone Tricks
• If you blow into the DS microphone at the main menu screens, bubbles will appear and the menu options will bounce.
• If you blow into the DS microphone during the instructional demo, the characters on the bottom screen will turn around to look at you.
• If you blow into the DS microphone when the map is displayed on the bottom screen during a cutscene, the character will react. Blow gently and the character will fight the wind; blow hard and he or she will be blown away.
• If you blow into the DS microphone during a match, your character will speak.
• If you blow into the DS microphone at the title screen, a mini-game will begin. A score will be displayed and a giant puyo will fall from the top screen. The object is to keep the puyo from falling off the bottom screen by using the stylus to bounce it back up. For best results, keep the stylus in contact with the touch screen and push the puyo up from below. You'll score a point for each bounce. After ten bounces, another puyo will appear, after 20 more bounces, a third will appear, with more appearing every ten bounces after that (up to a maximum of six). The last puyo to appear will be a nuisance puyo. If any one puyo falls off the screen or if you hit a puyo in its center, all of the puyo on the screen will pop. You can also push all of the puyo back up at once by blowing into the DS microphone, but you lose points for doing this.
Secret Mini-Game
If you complete the WakuWaku Course or Hara-Hara Course in Single Puyo POP mode at Normal difficulty or higher, you can play a mini-game while the credits are being displayed. Look closely at the pictures of each character and find the difference between the picture on the top screen and the one on the bottom screen. If you tap the part of the picture that's different on the touch screen, it will advance to the next character (Note: You must tap it twice). Nine different characters will be displayed in succession, or 16 if you cleared the course without continuing. If you identify the flaw on all of the characters before the credits end, a special picture will be displayed.

SPIDER-MAN 2

Unlock All Special Moves
If you play *Spider-Man 2* with the Game Boy Advance game *Spider-Man: Mysterio's Menace* inserted in the GBA cartridge slot of the DS, all of Spidey's special moves will be unlocked when you start a new game or load a saved game.

PSP tips

ARCHER MACLEAN'S MERCURY
Cheat Code
Choose "Two Player Game" from the main menu. At the "Please enter your name" screen, enter "HG?", then return to the main menu. Now select "New Game" (or "Continue Game"), when the world select screen appears, hold **L** + **R** and press **SELECT** to unlock all of the levels (and most of the movies at the Watch Movies menu). Hold **L** + **R** and press **SELECT** again to lock the levels.

ATV OFFROAD FURY: BLAZIN' TRAILS
Cheat Passwords
Select "Options" from the main menu, then select "Player Profile." Scroll down to "Enter Cheat" and enter any of the following codes. Note the spaces in some of the codes. Also note the lowercase letters in the first code, and the number zero in the fifth code.
All ACCESS—Unlock everything except the Fury bike
BILLBOARDS—Unlock all music videos
DUBS—Unlock all tires
DUDS—Unlock all rider gear
N0GAME—Unlock all events
SMOG TEST—Unlock all exhausts
TO LAZY—Unlock all ATVs except the G-Ride or Fury bike
TRICK IT OUT—Unlock all bike parts
$MONEYBAGS$—Earn 1500 credits
+THREE—Unlock Ravage Talon ATVs

DARKSTALKERS CHRONICLE THE CHAOS TOWER
Unlock EX Options
At the main menu, highlight "Options," hold the L button and press ·. Continue to hold the L button down until the EX Options menu appears. Here you can set the number of Specials you start with and more.
Secret Characters
Enter the following codes to reveal secret characters at the character select screen in Arcade mode.
Oboro Bishamon—Highlight Bishamon, hold the **START** button and press any Punch or Kick button.
Shadow—Highlight the "?" box, press the **START** button five times, then press any Punch or Kick button (Note: Shadow always assumes the form of the character who lost the previous match.)
Marionette—Highlight the "?" box, press the **START** button seven times, then press any Punch or Kick button (Note: Marionette always assumes the form of her opponent.)
Alternate Stage Colors
At the Stage Select screen in Network or Training mode, highlight the name of any stage, hold the **START** button and press any Punch or Kick button to play in an alternate version of that stage with different colors.

DEATH JR.
Cheat Codes
At any time during gameplay, press **START** to pause the game, then hold the L button and enter any of the following codes. Note that many of these codes have effects that can be turned off by entering the same code again.
Increased health and damage resistance—**Up, Up, Down, Down**, ·, ○, ·, ·, ·
Invincibility—**Up, Up, Down, Down, Left, Left, Right, Right**, ·, ·
Unlock all weapons—**Up, Up, Down, Down, Left, Right, Left, Right**, ·, ○
Refill ammo— ·, ·, ·, ×, **Down, Right**
Unlimited ammo— ·, ·, **Right, Down**
Fill Pandora Assist meter—**Up, Up, Down, Down, Up, Right, Down, Left,**
No souls required to open Eyedoors—**Up, Left, Down, Right, Left**, ·, ·, ·, ·
Free Seep—**Left, Left, Right, Right, Left, Right, Left, Right**, ·, ×
Unlock all levels and free all characters—**Up, Up, Up, Up, Down, Down, Down, Down**, ·, · (Note: You must enter any stage, then re-enter the Museum to see the effects of this code)
Earn Assist Extender—**Up, Up, Down, Down**, ·, ·, ·, ·, ·
Earn a widget—**Right, Up, Down, Up**, ·, **Up, Left**, ·, ·, **Right**
Big head mode— ·, ○, ·, □, ·, **Up, Right, Down, Left, Up**
Giant scythe mode— ·, □, ·, ○, ·, **Up, Left, Down, Right, Up**
Psychedelic monster and scythe trails— ·, **Up**, ○, **Right**, ·, **Down**, ·, **Left**, ·, **Up**
Multicolored monster and scythe trails—**Down**, ·, **Down**, ·, **Down**, ·, **Down**, ·, **Down**,
Alternate weapon names—**Down, Down, Up, Up, Left, Right, Left, Right**, ·, ·
Alternate attack names—**Up, Up, Down, Left**, ·, ·, ·, ·, ·, ·
Bullet holes become random pictures—**Up, Right, Down, Left, Up**, ·, ○, ·, □,
Warp to The Basement—**Down**, ·, **Down**, ·, **Down**, ·, **Down**, ·, **Up**,
Warp to The Museum—**Up**, ·, **Down**, ·, **Down**, ·, **Down**, ·, **Down**,
Warp to Basic Training stage—**Up**, ·, Up, ·, **Down**, ·, **Down**, ·, **Down**,
Warp to Advanced Training stage—**Down**, ·, **Down**, ·, **Down**, ·, **Down**, ·, **Down**
Warp to Seep's Hood stage—**Down**, ·, **Down**, ·, **Down**, ·, **Down**, ·, **Down**,
Warp to The Corner Store stage—**Down**, ·, **Up**, ·, **Down**, ·, **Down**, ·, **Down**,
Warp to My House stage—**Down**, ·, **Down**, ·, **Down**, ·, **Down**, ·, **Down**,
Warp to Udder Madness stage—**Down**, ·, **Down**, ·, **Up**, ·, **Down**, ·, **Down**,
Warp to How a Cow Becomes a Steak stage—**Down**, ·, **Down**, ·, **Down**, ·, **Down**, ·, **Down**,
Warp to The Burger Tram stage—**Down**, ·, **Down**, ·, **Down**, ·, **Up**, ·, **Down**,
Warp to Higher Learning stage—**Down**, ·, **Down**, ·, **Down**, ·, **Down**, ·, **Down**,
Warp to Growth Spurt stage—**Down**, ·, **Down**, ·, **Down**, ·, **Down**, ·, **Up**,
Warp to Bottom of the Bell Curve stage—**Down**, ·, **Down**, ·, **Down**, ·, **Down**, ·, **Down**,
Warp to Big Trouble in Little Downtown stage—**Up**, ·, **Down**, ·, **Down**, ·, **Down**, ·, **Down**, ·
Warp to Moving On Up stage—**Down**, ·, **Up**, ·, **Down**, ·, **Down**, ·, **Down**,
Warp to Burn It Down stage—**Down**, ·, **Up**, ·, **Down**, ·, **Down**, ·, **Down**,
Warp to Happy Trails Insanitarium stage—**Down**, ·, **Down**, ·, **Up**, ·, **Down**, ·, **Down**
Warp to Inner Madness stage—**Down**, ·, **Down**, ·, **Up**, ·, **Down**, ·, **Down**,
Warp to Shock Treatment stage—**Down**, ·, **Down**, ·, **Down**, ·, **Up**, ·, **Down**,
Warp to Into the Box stage—**Down**, ·, **Down**, ·, **Down**, ·, **Up**, ·, **Down**,
Warp to Final Battle stage—**Down**, ·, **Down**, ·, **Down**, ·, **Down**, ·, **Up**,

GRETZKY NHL
Cheat Codes
Choose "Gretzky Challenge" from the main menu, then select "Unlockables." When the Unlockables menu appears, press the **START** button to access the code entry screen and enter any of the following codes. Be sure to include the space characters exactly as they appear below.
MARKETING PLOY—Unlock all alternate uniforms
WICKED HAAAAAHD—Unlock 1928 Vintage Boston Bruins uniform
FRENCH FOR CANADIAN—Unlock 1980 Vintage Quebec Nordiques uniform
CAPONE—Unlock 1939 Vintage Chicago Blackhawks uniform
FLAME ON—Unlock 1977 Vintage Calgary Flames Away uniform
BEEP BEEP—Unlock 1927 Vintage Detroit Red Wings uniform
TWIN STARS—Unlock 1970 Vintage Minnesota North Stars uniform
THREADS OF CHAMPS—Unlock 1979 Vintage Edmonton Oilers Home uniform
A SCARY SIGHT TO THE HOME CROWD—Unlock 1979 Vintage Edmonton Oilers Away uniform
ALL HAIL WAYNE—Unlock 1983 Vintage Edmonton Oilers Away uniform
VOLLEY DOLLY—Unlock 1967 Vintage Los Angeles Kings Away uniform
KING WAYNE—Unlock 1989 Vintage Los Angeles Kings Home uniform
KING GRETZKY—Unlock 1989 Vintage Los Angeles Kings Away uniform
OLD N BUSTED—Unlock all vintage uniforms
CLONED IN BRANTFORD—Unlock all Wayne Gretzkys in the free agent pool
ROBO CHECKS—Unlock RoboEnforcer Model 44 in the free agent pool
THREAD THE NEEDLE—Unlock Perfect Aim Mode option
SLAP THAT PUCK—Unlock Perfect Slap Shots option
CAFFEINATED—Unlock No Skater Fatigue option
ALL ABOARD—Unlock Big Boards Checking option
VISION OF GLORY—Unlock the Stanley Cup Championship video
EASTERN PRIDE—Unlock Eastern Division Championship video
IN THE WILD WEST—Unlock Western Division Championship video
BEHIND THE CURTAINS—Unlock The Making of *Gretzky NHL 2005* video
SHOENLOC—Unlock all unlockable items
CANADIAN DOLLAR—Earn one Gretzky point

HOT SHOTS GOLF: OPEN TEE
Cheat Code
Choose "New Game" at the title screen. When the "Create Data" screen appears, enter the code "STNEPO" to unlock all characters, courses, caddies and items. This code also maxes out your HSG Rank, Challenge mode rank and character loyalty levels.

MEDIEVIL: RESURRECTION
Cheat Menu
At any time during gameplay, press **START** to pause the game, then hold **R** and press **Down, Up**, ·, ·, ·, ·, **Down, Up**, □, · while the game is paused. A cheat menu will appear with options to toggle invinciblity on or off and to unlock all weapons. Repeat the code to disable the menu.

METAL GEAR ACID
Passwords
Select "Password" from the main menu and enter the following passwords to unlock the corresponding cards.
j e h u t y—#184 Jehuty
k a r e n—#182 Karen Hojo
m i k a—#178 Mika Slayton
v i p e r—#173 Viper
x m e i g h t—#199 XM8

MLB
Cheat Codes
At any time during the game, press the **START** button to pause, then enter any of the following codes at the pause menu. You will not receive any special confirmation each time you enter a code correctly.
Increased pitch speed—**Up, Up, Left, Right, Left, Right, Up, Up**
Faster players (running and fielding)—**Left, Left, Left, Up, Right, Right, Right, Down**
Slower players (running and fielding)—**Right, Right, Right, Up, Left, Left, Left, Down**
Big ball—**Up, Right, Down, Left, Right, Down, Left, Up**
Big heads—**Left, Right, Up, Up, Left, Right, Up, Up**
Small heads—**Left, Right, Down, Down, Left, Right, Down, Down**
All starters become random *MLB* development team members—**Left, Down, Up, Right, Left, Down, Up, Right**
No sound effects—**Up, Up, Down, Down, Left, Right, Left, Right**

MVP BASEBALL
Cheat Code
Choose "My MVP" from the main menu, then select "Create/Edit Player" and create a player named "Dan Carter." As soon as you enter the last name, a message will appear to inform you that all of the rewards have been unlocked.

NFL STREET 2: UNLEASHED
Cheat Codes
Choose "Options" from the main menu, select "Cheats & Codes" and enter any of the following codes. A confirmation message will appear each time you enter a code correctly. Note that the codes can be enabled and disabled at the Cheats & Codes screen after entry.
W A E F S C T—Unlock AFC West All-Stars
E A A S F S C T—Unlock AFC East All Stars
N A O F R C T H—Unlock AFC North All-Stars
S A O F U C T H—Unlock AFC South All Stars
E N A S F S C T—Unlock NFC West All-Stars
N N O F R C T H—Unlock NFC East All-Stars
N N A S 6 6 7 8 4—Unlock NFC North All-Stars
S N O F U C T H—Unlock NFC South All Stars
s t r 2 m k r y z—Unlock Legends Team and Gridiron
T e a m X z i b i t—Unlock Team Xzibit
R e e b o k—Unlock Team Reebok
E A F i e l d—Unlock EA Field
N o z B o o s t—Unlimited Turbo
T r i c k 3 d O u t—All Chains Mode
Note: The remaining codes will only work in Single Player Quick Game Mode.
G r e a s e d P i g—Fumble mode
G l u e H a n d s—No Fumble mode
N o C h a i n s—No Chains mode
F i r s t F i r s t—10-yard first downs
I x G B C r a Z—2x GameBreaker
X x G B C r a Z—10x GameBreaker
S h r u n k e n—Tiny players
B I G S m a s h—Gargantuan players
B I G P i g—Big ball mode
R u i n e d P i c n i c—Ants mode
B l o o m i n G r o u p—No textures
G o t t a B D S h o e s—Max. Speed
M a g n e t H a n d s—Max. Catch
B l a s t T a c k l e—Max Tackle
C e m e n t S h o e s—Weak jumping and O-moves
S i g h s M a t t e r s—Random size

SMART BOMB
Cheat Code
At the title screen—while the words "PRESS START BUTTON" are flashing—press **Down, Right, Up, Left, Right**, ○, □. After a few seconds, two spinning icons will appear in the corner of the screen to confirm. This code unlocks the "Challenge" and "Special" modes, all the bombs in Story mode and all the difficulty settings in Arcade mode. By accessing the bomb select screen in Story Mode, you can also unlock all the bombs in Multiplayer Timed mode and all the difficulty settings in Multiplayer Points mode.

SPIDER-MAN 2
Cheat Passwords
Select "Options" from the main menu, then choose "Specials." Now select "Cheats" and enter any of the following codes.
N E R G E T S—Invincibility
F I L L M E U P—Infinite webbing
M Y H E R O—Unlock all special moves
W A R P U L O N—Unlock all levels
P O P P Y C O R N—Unlock all movies
S H U T T—Unlock all production art
F R Z F R A M E—Unlock storyboard viewer
S P I D E Y M A N—Tiny Spider-Man
H E A V Y H E A D—Spidey has a big head and feet
B A H L O O N I E—Enemies have big heads and feet

TONY HAWK'S UNDERGROUND 2: REMIX
Cheat Codes
Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. You will hear a swooshing sound each time you enter a code correctly.
t i g h t r o p e—Unlock Perfect Rail cheat at the in-game Cheats menu
b i r d m a n—Unlock THPS1 Tony Hawk in Secret Skaters

TWISTED METAL: HEAD-ON
Cheat Codes
Enter any of the following codes during gameplay (not while paused). A confirmation message will appear at the top of the screen each time you enter a code correctly. Entering the same code again will disable the code in most cases.
Invulnerable—**Right, Left, Down, Up, L + R**
Killer weapons— ·, ·, **Up, Up, L + R**
Infinite weapons— ·, ·, **Down, Down, L + R**
Mega guns— ·, ·, ·, ·, **L + R**
Exchange weapons for health— ·, ·, □, ·, **L + R**

Codes for use with Action Replay MAX Game Enhancer (PlayStation 2) and Action Replay Game Enhancer (GameCube/GBA)

PlayStation 2

Darkwatch

GJX4-4PPT-4J48Z + YMY8-5NU8-5N7KN—[M] Must be on
16AU-R7GJ-BB655 +ZDFC-VF8N-29GEK—Super armor
J3Q4-YB69-45EU4 + X7KG-DV1V-VD4FP—Infinite ammo
Y19H-K781-HEEKQ + 6WND-QJZM-RPUC0—Infinite grenades
JA23-UZ03-VVC91 + 1AGU-RZF2-K7PB1—Blood bar never decreases

GameCube

The Incredible Hulk: Ultimate Destruction

69GQ-PZT9-33U8C + JVB1-WR5V-16EQW—[M] Must be on
PCJC-AFM2-GD2RP + F62D-5NG8-NCAMF + Z70X-20KB-07FET + DF2Z-GCDT-G10EW + AFQ8-TGAC-EQF21 + UF1D-V136-86GPB + QC8A-H4ZX-KBK21 + J4VB-9KF4-5R6PZ + D01G-7VFH-PGNEH + 8NVF-99D6-KJJDP + D32Y-BVJU-EC2KT—Infinite health
ZFP8-75T1-1B8EH + 9YJU-UDEF-WHABM + YYXY-D1M5-1BKD9 + XEKT-RQBY-DENDR—Infinite Smash Points

Mario Superstar Baseball

9TFT-FBPW-49P2A + CXY4-ZUDP-WANXT—[M] Must be on
37KG-8ETQ-WYTW8 + 56Z0-09D4-1AKZH—Max./infinite coins
UZ3T-V1C1-TAWCP + WEGX-QZHU-FN4DY + 61XV-M53Y-V4N8Q + V6V4-VEQE-U5Z23 + DBX0-UPYF-9JHU4 + DBX0-UPYF-9JHU4—Infinite mini-game turns
KCQ9-XWRU-FQPG7 + PQPK-17P8-YGVVF + 66DY-VCJN-096JM + 6KBH-YGTU-XTC4D—Press **L** + **R** to give your team a winning score
WVQH-R4V2-4M6A9 + TB86-8GWA-JYAJJ + BYFN-GTH4-7MT1F + MN4N-FGJZ-MJYZR—Press **L** + **Z** to give your opponent a winning score
QMAP-R9BN-YNMHF + N0H6-QUUE-2GDK9 + 910V-2TD1-62B13—Press **L** + **Up** on the D-pad for 0 Balls
AZ52-96WJ-QZKUR + GP8E-6GCT-U95GV + CNKJ-V9MA-2BHU2 + 2FVH-B99Z-10TFG—Press **L** + **Down** on the D-pad for 3 Balls
YDB5-Q5N4-4FTZD + JB9P-KW13-DGN5X + DWAV-ED81-TJ93E—Press **L** + **Left** on the D-pad for 0 Strikes
MMKT-5QVN-RV1BE + 91PX-AR2Z-8VTH3 + A2Q2-219H-QWM67 + VCHQ-9Y1G-CU2U7—Press **L** + **Right** on the D-pad for 2 Strikes
1T6F-5H1V-XBMMQ + 32CF-VJNX-ATHNV + EYMP-T55T-1J244—Press **L** + **X** for 0 Outs
1AXP-2ETJ-50FBX + Z8QZ-M744-9TCYW + 2BVR-9VG6-95NK2 + K3TV-8A20-9HF5X—Press **L** + **Y** for 2 Outs

WWE: Day of Reckoning 2

EFTW-0UEK-W01G4 + 7R10-W7XE-RN4D6 +
7810-27Y8-4QGMM—[M] Must be on
8CH0-KFJ7-XW0NK + 10M5-23GH-JGCJA + 7AX3-1K6C-M23XJ + TVP7-D76D-UFBW8 + JXJW-4VV9-NF5X8 + 1YC0-J09U-88JCA + 19TU-02GX-R2MDK + ANCR-618B-82FJY + QBQY-K48P-NZ5BV—Infinite spirit
1DYV-JT6V-KATCN + JQEC-46TR-DQ285 + F89N-NHXE-CFFYJ + W9PW-V6D2-66Q91 + TG7K-FX7K-3EB9M + GW9K-4N9G-U2NK5 + 9DN5-ZPE5-TVEVP + YA88-CGZ0-RDGZB—Other fighters have no spirit
QPBG-ZDEJ-M6QB4 + 10M5-23GH-JGCJA + HA3P-1DBV-BXBE1 + 5544-9ABX-MKQ55 + MWAY-QJP9-78MNK + 7Z1C-EV12-YGAHN + HJW9-E339-9WVN5 + T4Q9-UY4G-4TA7J + 3F1T-PW42-76KKU—Infinite specials
2B6W-QCPA-VYWBQ + UB19-0E64-1Y0TW + 7Q1E-3950-C0F5B + J05Q-G9FR-P1KR6 + R74J-A704-ZF8PZ + 0KXR-8RKY-48WE7 + JUAM-398A-GY3JE + 3TBT-Z10Y-NEMT9—Other fighters never have specials
KVZQ-95TE-KVJUR + 4B3V-Q9GG-NMC4A + KFAX-A7VH-F35WN + YNAD-JXGR-T1BFX + PXR8-NCGM-ANN41 + HD14-DX7Q-FPGVK + H4M6-35AW-E9UBG + 0C3C-MG3Q-1R115—Infinite stamina
GMV3-1QD3-TPX5K + F5DF-84QE-T7R6V + D1R9-W59W-4M9EC + NYZP-NZJJ-BVCPN + PD56-N503-BT7J9 + F7NT-0PTU-DXKAF + Q7UT-7RAP-ZAHT2 + 4FYC-P7UQ-AHYUT—Other fighters have no stamina

Codes for use with GameShark 2 Video Game Enhancers (Version 3 or 4 only)

PlayStation 2

187: Ride or Die

98299040-78D0C00D + 2816ED0C-F8AA7AF1 +
2816ED72-8BCAE40C + 282A4B54-78426965—[M] Must be on
282AAE86-8B447AF7 + 282AAE55-64447AF2— Infinite health (Homeboy)
2816ED40-FB3AE451 + 2816EDD8-6D3AE40C— Infinite health (Vehicle)
2816EDED-0196AA7C + 2816EDD0-6D3AE472— Infinite turbo
282A7DE9-642D7AF2— Infinite ammo
2816ED03-E8347A71 + 2816EDF7-FB2D7A65 +
2816ED54-6D34E40C + 2816ED01-F8AA7AF1 +
2816ED65-B1C17A65 + D89386BE-0CA58810 +
2801F72E-784269F1 + D89386BE-0CA18810 +
2801F72E-B1C17A65—Enemies instantly explode (press **L3** + **R3** to activate)

Beat Down: Fists of Vengeance

980B46A0-78D03584—[M] Must be on
51877F486-0CA52C0E— Infinite health
287AF3A0-1CD1A03E—Infinite cash
280D2601-6F6D7A65— Item use
1877F420-0CA52C0E—Max. health
187AF3FF-0CA57A4F—Max. level
187AF32B-0CA57A4F—Max. experience

Darkwatch

985D1768-7822C9FF + 2816ED03-A1A7DF6F +
283C0522-78426965—[M] Must be on
2816ED40-FBB97A01 + 2816EDD8-6DB97AD6— Infinite health
2816EDED-01963EE5 + 2816EDD0-6DB97AA0— Infinite blood shield
2816ED0C-01963EE5 + 2816ED72-6DB97A15— Infinite blood bar
2816ED65-FB2D7A68 + 2816ED6F-6D2D7A37 +
2816EDF1-F8AA7AF1 + 2816EDF2-83C87ACF +
2835F46F-784269F2— Infinite ammo/no reload
2830ADA5-0CA57A65—Infinite grenades

Game Boy Advance

Gumby vs. the Astrobots

93771F-E376A2 + 12BF6C-CCA3BA + 7F59D3-819B71—[M] Must be on
761C7E-C5BBF1—Infinite lives
C1C382-32448E—Have all powers
C1C102-36C4AE—Have all chapters

Kien

938827-EAF22C + 77542C-2BC8E4 + 9F78D1-39C7F9—[M] Must be on
F3A63F-CB83B1—Infinite health
3710F2-39BA6D—Infinite lives
728688-8BF1F0—Infinite armor
53960A-0A37D3—Infinite magic
361030-2BF962 + F2A6BD-DBC1B0—Infinite weapon
D3A60F-CB8791—Infinite MP
7BCEFA-8832FD—Max. FA
A051F4-D44C7C + 8C9BC4-35CCCC—Max. XP
F3A6BF-DB83B1—Max. damage
7EFE43-2836FD + E1B7DB-0584FC—Multi jump
C0B729-07C3D3—No knock back
891B06-1F8417 + 45E70F-FE3CC4—Always have weapon
28CB0E-D63CAC + 5ADEC8-09F6DF—Press **L** + **R** + **A** to skip level

Mortal Kombat: Dark Alliance

921EDD-843F1E + 3850CB-F99AA4 + 3842DA-ADE920—[M] Must be on
676DFF-325220 + 7D8D6F-93D201— Start with 50,000 Koins
BC9D08-6E90DB + 6ED5C1-740306—Unlock everything

BACK ISSUES

2000

October 2000: Spider-Man
Ultimate Fighting Championship, Incredible Crisis, Street Fighter III: 3rd Strike, Ogre Battle 64

Tips & Tricks Pokémon Report:
Special Pokémon issue with exclusive feature on the creators of Pokémon, plus strategy guides for Pokémon Stadium, Pokémon Trading Card Game, Pokémon Snap and Pokémon Yellow

2001

March 2001: Star Wars Episode I– Battle for Naboo
The Bouncer, Project Justice, Blaster Master: Blasting Again, Phantasy Star Online

April 2001: Dance Dance Revolution
Paper Mario (Part 1), Metal Slug X, Onimusha Warlords

May 2001: Zone of the Enders
Metal Gear Solid 2 Trial Edition, Daytona USA, Point Blank 3, NBA Hoopz, Paper Mario (Part 2)

June 2001: The Simpsons Wrestling
Dr. Mario 64, Star Wars: Super Bombad Racing, Pokémon Stadium 2 (Part 1), 18 Wheeler: American Pro Trucker, Time Crisis: Project Titan

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Mario Party 3, Mat Hoffman's Pro BMX, MTV Music Generator 2, Castlevania: Circle of the Moon, Pokémon Stadium 2 (Part 2)

August 2001: World's Scariest Police Chases
Gran Turismo 3: A-Spec, Bloody Roar 3, Sports Jam, CART Fury Championship Racing

October 2001: Madden NFL 2002
Pokémon Crystal, Power Shovel, Sonic Adventure 2 (Part 2)

November 2001 Spy Hunter
X-Men Mutant Academy 2, Dave Mirra Freestyle BMX 2, Fortress, Phantasy Star Online Ver. 2

December 2001: Dragon Warrior VII (Part 1)
Time Crisis II, Batman: Vengeance

2002

January 2002: Luigi's Mansion
Oddworld: Munch's Oddysee, Capcom vs. SNK 2, Mega Man Battle Network, Dragon Warrior VII (Part 2)

February 2002: Super Smash Bros. Melee
WWF Smackdown! "Just Bring It," Metal Gear Solid 2, Shrek

March 2002: Maximo–Ghosts to Glory
Mega Man X6, Pikmin, Star Wars: Obi-Wan

April 2002: Star Wars Racer Revenge
Fatal Frame, Jet Set Radio Future, Smashing Drive

June 2002. Spider-Man 1
Resident Evil, Gunvalkyrie, Headhunter, The Italian Job

July 2002: Dragon Ball Z–The Legacy of Goku
Dragon Ball Z–Collectible Card Game, Medal of Honor: Frontline, Lost Kingdoms, Hunter: The Reckoning, Resident Evil, Wipeout Fusion

September 2002: The Mark of Kri
Barbarian, Eternal Darkness: Sanity's Requiem, Crazy Taxi 3: High Roller

2003

March 2003: War of the Monsters
Phantasy Star Online Episode I & II, Panzer Dragoon Orta, Disaster Report, Guilty Gear X2

May 2003: Tenchu–Wrath of Heaven
Army Men: Sarge's War, Dynasty Warriors 4, Tao Feng: Fist of the Lotus, The Legend of Zelda: The Wind Waker (Part 2)

August 2003: Wario World
Ape Escape 2, Outlaw Volleyball, Dragon Ball Z: The Legacy of Goku II, Wakeboarding Unleashed

November 2003: Mega Man X7
Viewtiful Joe, Dungeons & Dragons Heroes, The Simpsons: Hit & Run, Teenage Mutant Ninja Turtles

December 2003: Ratchet & Clank
Going Commando: Kirby Air Ride, SSX3, Star Wars: Rebel Strike, Castlevania: Lament of Innocence

2004

January 2004. Tony Hawk's Underground
I-Ninja, True Crime: Streets of L.A., Dragon Ball Z: Budokai 2

February 2004: Final Fantasy X-2
Mario Kart, Prince of Persia: The Sands of Time, Hunter, Miss [illegible] Dragon Quest VIII, Kingdom Hearts, Monster Rancher 4

SOLD OUT!

March 2004: Sonic Heroes
Baldur's Gate: Dark Alliance II, Wrath Unleashed, Maximo vs. Army of Zin, Metal Slug 5

May 2004: Pokémon Colosseum
Onimusha: Blade Warriors, Ninja Gaiden, Metroid: Zero Mission

June 2004: Tom Clancy's Splinter Cell–Pandora Tomorrow
Harvest Moon–A Wonderful Life, Siren, Samurai Warriors

July 2004: Hitman–Contracts
Transformers, Onimusha 3–Demon Siege, Shrek 2, Space Raiders, River City Ransom EX

August 2004: Dragon Ball Z–Supersonic Warriors
Harry Potter and the Prisoner of Azkaban, Psi-Ops: The Mindgate Conspiracy, Red Dead Revolver, The Chronicles of Riddick: Escape From Butcher Bay, Champions of Norrath (Part 4)

September 2004: Spider-Man 2
Star Ocean: Till the End of Time (Part 1), Crimson Tears, Driv3r, Astro Boy: Omega Factor, Puyo Pop Fever, Champions of Norrath (Part 5)

December 2004: Need for Speed–Underground 2
Paper Mario: The Thousand-Year Door, Gradius V, Dragon Ball Z: Buu's Fury, X-Men Legends, Guilty Gear Isuka

2005

January 2005: Metal Gear Solid 3–Snake Eater
Grand Theft Auto: San Andreas (Vol.1), Halo 2 (Vol.1), Viewtiful Joe 2 (Part 1), Bloodrayne 2, Metroid Prime 2: Echoes, Growlanser Generations, Dead or Alive Ultimate

February 2005: GoldenEye–Rogue Agent
Spider-Man 2, Dragon Ball Z: Budokai 3, Metal Slug Advance, Mario Power Tennis, Grand Theft Auto: San Andreas (Vol.2), Halo 2 (Vol.2), Viewtiful Joe 2 (Part 2)

March 2005: Star Wars–Knights of the Old Republic II
Shadow of Rome, The King of Fighters 2002/2003, Mercenaries, Resident Evil 4, Grand Theft Auto: San Andreas (Vol.3), Halo 2 (Vol.3), SpongeBob SquarePants Movie

April 2005: Fight Night–Round 2
Super Punch-Out!!, Tenchu: Fatal Shadows, Star Fox: Assault, Oddworld: Stranger's Wrath, Grand Theft Auto: San Andreas (Vol.4), Halo 2 (Vol.4)

May 2005: Dragon Ball Z–Sagas
Tekken 5, Gran Turismo 4, Dynasty Warriors, Psychonauts, Grand Theft Auto: San Andreas (Vol.5), Halo 2 (Vol.5)

June 2005: Doom III
God of War, Unreal Championship 2, Area 51, TimeSplitters: Future Perfect, Grand Theft Auto: San Andreas (Vol.6), Halo 2 (Vol.6)

July 2005: Advent Rising
Kirby: Canvas Curse, Samurai Western, Juiced, Grand Theft Auto: San Andreas (Vol.7), Halo 2 (Vol. 7)

August 2005: Destroy All Humans!
Medal of Honor: European Assault, FlatOut, Killer 7, Riviera: The Promised Land, Grand Theft Auto: San Andreas (Vol.8), Halo 2 (Vol. 8)

September 2005: Full Alchemist 2–Curse of the Crimson Elixir
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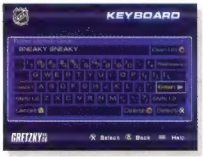
DO YOU KNOW THE SECRET OF THE MYSTERY CODES?

TIPS & TRICKS may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize....

PS2 #49 GRETZKY NHL 06



The Codes: Choose "Features" from the main menu, then select "Challenges" and "Unlockables." Press the **START** button at the "Unlockables" screen to bring up the password entry screen and enter any of the following case-sensitive passwords:

SNEAKY SNEAKY
HAZY AND BLUE
FLUFF AND STUFF

What We Know: Like the Mystery Codes from last year's *Gretzky NHL* game—which still remain unsolved—these passwords give curious confirmation messages. But is that all they do, or do they have a more sinister purpose? *Can you solve the mystery?*

PS2 #50 SLY 3: HONOR AMONG THIEVES

The Codes: At any time during gameplay, press **START** to pause, then enter any of the following codes at the pause menu:

Right, Up, R1, Right, Up, Down
R1, R1, Right, Down, Down, Right
Left, R2, Right, L1, R2, L1
Down, L2, Up, Left, R2, L2
Down, L2, R1, L2, R1, Right
Right, L2, Left, Up, Right, Down
Down, Up, R1, Up, R2, L2
L2, Up, Left, L1, L2, L1
R2, R1, L1, Left, L1, Down
L2, R1, R2, L2, L1, Up
Down, Right, Left, L2, R1, Right
Left, Right, L1, R2, Right, R2
L2, Left, R1, L2, L1, Down

L1, Left, L2, Left, Up, L1
L2, R2, Right, Down, L1, R2
Left, R2, Right, Up, L1, R2
R2, R1, L1, R1, R2, R1
Right, Left, Up, Left, R2, Left
Left, L2, L1, L2, R2, Right
L2, Down, R1, Up, Left, Down
L1, Right, R2, Up, Right, Left
R1, L2, Down, R2, Right, Up
Right, Down, L2, Right, R2, Down
Right, R2, Up, Right, Up, Down
Left, Up, Left, Up, L1, L2
L1, R2, L1, Down, L1, Down

What We Know: We're going to try something a little crazy with *Mystery Codes* this month. Here are 26 cheat codes for *Sly 3: Honor Among Thieves*, all of which will give you confirmation sounds if you enter them at the pause menu. Now, you can't possibly expect us to give out 26 prizes—especially if one reader figures them all out!—so here's how we're going to work it. If you figure out what one of these codes does, and if you're the first to explain it, you'll win a *TIPS & TRICKS* cap...but if you figure out more than one code and you're the first to tell us the secret of multiple codes, you'll win a cap *plus* a mystery prize from the *TIPS & TRICKS* offices. The mystery prizes will be determined by the number of codes that are correctly cracked by any one person; hopefully we can dig up something good. We suspect that many of these codes have similar effects, so if you solve the mystery of one code, you might stand a pretty good chance of figuring out several other codes, if not *all* of them! This is the first time we've had this many *Mystery Codes* for a single game...and so, we'll hold our breath in anticipation of the answer(s) to that question we ask every month: *Can you solve the mystery?*

MYSTERY CODE SOLVED!

Congratulations to Richard Abramas of Dearborn, Michigan, for solving the *Death Jr.* Mystery Code (#47) from our October issue. When the code is entered, it changes the descriptive text that appears on the screen next to the combo meter. For example, instead of "Hit," it will say "Wikiwonderful" or "Mitchmania" instead of "Destruction." Lots of readers got this one right, but Richard's letter had the earliest postmark.

CRACK THE CODE AND WIN A PRIZE

Think you've got what it takes to beat the *TIPS & TRICKS* editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own *TIPS & TRICKS* cap and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to:

TIPS & TRICKS Mystery Codes
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.

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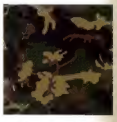

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HOOYAH!

SOCOM
U.S. NAVY SEALs
MOBILE RECON

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